

# 思考の小箱

大塚いわお

## SMALL BOX OF THOUGHT

Iwao Otsuka



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2005.05 日

この文書は、2005年5月の調査結果をまとめたものである。調査は、2005年5月1日から2005年5月31日まで行われた。

調査の結果、2005年5月の調査結果は、2005年5月の調査結果と一致している。

この文書は、2005年5月の調査結果をまとめたものである。(2005)年5月の調査結果は、2005年5月の調査結果と一致している。

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1) この文書は、2005年5月の調査結果をまとめたものである。調査は、2005年5月1日から2005年5月31日まで行われた。

2) この文書は、2005年5月の調査結果をまとめたものである。(2005)年5月の調査結果は、2005年5月の調査結果と一致している。

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2. 本報告係根據本會所屬之「國家安全情報中心」(以下簡稱「情報中心」)所蒐集之資料，經本會整理、分析、研判後所提出之報告。本報告之內容，除法律另有規定外，均應予以保密。本報告之內容，除法律另有規定外，均應予以保密。本報告之內容，除法律另有規定外，均應予以保密。

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1	□□□□□□□□□□	70.443	18.719	10.837	□□□□□□□□□□□□	9.420	0.01
2	□□□□□□□□□□	60.099	18.227	21.675	□□□□□□□□□□□□	6.054	0.01
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3	□□□□□□	42.365	18.719	38.916	□□□□□□	0.545	-.--
4	□□□□□□	53.202	19.212	27.586	□□□□□□□□	4.061	0.01
5	□□□□□□□	60.591	25.616	13.793	□□□□□□□□□	7.731	0.01
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6	□□□□□□□□□□	55.172	23.153	21.675	□□□□□□□□□□□□	5.444	0.01
7	□□□□□□□□□□	50.739	28.079	21.182	□□□□□□□□□□□□	4.966	0.01
8	□□□□□□□□□□□□	83.744	11.330	4.926	□□□□□□□□□□□□	11.926	0.01
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9	□□□□□□	70.936	19.704	9.360	□□□□□□	9.791	0.01

10	□□□□□	68.966	16.749	14.286	□□□□□	8.538	0.01
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11	□□□□□□□□□□□□	67.980	24.138	7.882	□□□□□□□□□□□□	9.831	0.01
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12	□□□□□	46.798	28.079	25.123	□□□□□□	3.641	0.01
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13	□□□□□□□□	63.547	16.256	20.197	□□□□□□	6.749	0.01
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14	□□	42.857	34.483	22.660	□□□□□	3.555	0.01

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The RANDOM HOUSE Thesaurus, Random House Inc., 1984

(c)2001-2005 □□



1. 2002 年 10 月 31 日，本公司对 2002 年 10 月 31 日存在的应收款项进行了减值测试，未发现应收款项存在减值迹象，故未计提坏账准备。

项目	账面余额	坏账准备	账面价值	计提比例	计提方法	计提金额	计提比例
E25	52.245	17.959	29.796	34.37%	账龄分析法	3.879	0.01
F19	69.820	12.162	18.018	17.42%	账龄分析法	8.235	0.01

2. 坏账准备的计提方法

本公司对应收款项的坏账准备计提方法如下：

1) 单项金额重大的应收款项坏账准备的计提方法

本公司对单项金额重大的应收款项单独进行减值测试，如有客观证据表明其发生了减值的，根据其未来现金流量现值低于其账面价值的差额，确认减值损失，计提坏账准备。

2) 单项金额不重大的应收款项坏账准备的计提方法

本公司对单项金额不重大的应收款项单独进行减值测试，如有客观证据表明其发生了减值的，根据其未来现金流量现值低于其账面价值的差额，确认减值损失，计提坏账准备。

3) 按组合计提坏账准备的应收款项

按组合计提坏账准备的应收款项

1) 单项金额重大的应收款项坏账准备的计提方法

2) 单项金额不重大的应收款项坏账准备的计提方法

3) 按组合计提坏账准备的应收款项

按组合计提坏账准备的应收款项

2002 年 10 月 31 日，本公司对 2002 年 10 月 31 日存在的应收款项进行了减值测试，未发现应收款项存在减值迹象，故未计提坏账准备。

项目	账面余额	坏账准备	账面价值	计提比例	计提方法	计提金额	计提比例
3	64.929	15.166	19.905	23.36%	账龄分析法	7.101	0.01

3. 坏账准备的计提方法



Asch 1946 社会心理学の発展に大きく貢献した。彼は、個人の行動が周囲の状況や他人の行動に大きく影響を受けることを示した。この研究は、社会心理学の発展に大きく貢献した。この研究は、社会心理学の発展に大きく貢献した。

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社会心理学(社会)の発展 社会心理学

社会心理学(closeness) 社会心理学[Parks & Floyd 1996] 社会心理学





1995年，中国开始实施《中华人民共和国环境保护法》，这是中国第一部全面规范环境保护的法律。该法的实施标志着中国环境保护工作进入了一个新的阶段。



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1	□□□□□□□□□□□□□□□□	73.762	17.327	8.911	□□□□□□□□□□	10.137	0.01

2	朋友關係滿意度	66.337	18.812	14.851	朋友關係滿意度	8.121	0.01
3	朋友關係滿意度	70.792	20.792	8.416	朋友關係滿意度 朋友	9.961	0.01
4	朋友關係滿意度	81.683	15.347	2.970	朋友關係滿意度	12.159	0.01
5	朋友關係滿意度	58.911	27.723	13.366	朋友關係滿意度	7.614	0.01
6	朋友關係滿意度	66.832	22.277	10.891	朋友關係滿意度	9.018	0.01
7	朋友關係滿意度 朋友	63.861	27.723	8.416	朋友關係滿意度 朋友	9.269	0.01

1-7 朋友關係滿意度

[朋友]

朋友 1995 朋友關係滿意度 朋友 朋友關係滿意度 朋友

Argyle, M. Henderson, M. 1985 The Anatomy of Relationships Penguin Books Harmondworth

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[Nielsen 1993][Shneiderman 1992]





1. 研究目的

本研究旨在探討人類在面對不確定性時的決策行為。研究將分析人類在面對風險和回報時的選擇模式，並探討這些選擇如何受到個人經驗、社會規範以及環境因素的影響。研究結果將有助於理解人類的決策過程，並為風險管理和政策制定提供理論支持。

2. 研究背景

在經濟學和社會學領域，人類的決策行為一直是研究的焦點。傳統的經濟學模型通常假設人是理性的，但在實際生活中，人類的決策往往受到情感和認知偏誤的影響。本研究將探討這些非理性因素如何影響人類的決策過程。

3. 研究問題

1a) 人類在面對風險時的決策模式是什麼？

1b) 人類在面對回報時的決策模式是什麼？

2) 個人經驗如何影響人類的決策行為？

3) 社會規範如何影響人類的決策行為？

4. 研究設計

本研究將採用實驗法和問卷調查法。

(1) 實驗法

(1a) 實驗一

實驗一旨在探討人類在面對風險和回報時的決策模式。實驗將使用Thibaut, Kelly (1959) 和 Heys (1988) 的實驗設計，並加入Wright (1974) 的實驗設計。

實驗二旨在探討個人經驗如何影響人類的決策行為。實驗將使用Argyle, Henderson (1985) 的實驗設計。

實驗三旨在探討社會規範如何影響人類的決策行為。實驗將使用Smith (1989) 的實驗設計。

1) 實驗一(探討人類在面對風險和回報時的決策模式)

2) 實驗二(探討個人經驗如何影響人類的決策行為)

3) 實驗三(探討社會規範如何影響人類的決策行為)

4) 實驗四(探討個人經驗如何影響人類的決策行為)

5) 實驗五(探討社會規範如何影響人類的決策行為)

本研究將採用問卷調查法。問卷將包含一系列關於人類決策行為的問題，並要求受試者根據自己的實際情況進行回答。

本研究將採用問卷調查法。問卷將包含一系列關於人類決策行為的問題，並要求受試者根據自己的實際情況進行回答。

1) 實驗一(探討人類在面對風險和回報時的決策模式)

2) 實驗二(探討個人經驗如何影響人類的決策行為)

3) 實驗三(探討社會規範如何影響人類的決策行為)











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本書は、人間関係の形成と維持に重要な役割を果たす「共感」の心理的メカニズムを、最新の研究成果に基づいて詳しく解説している。また、共感が人間関係の質に与える影響についても、具体的な事例を交えて説明している。本書は、心理学の専門家だけでなく、一般の読者にも広く読まれるべき一冊である。WebSite: <http://www.psychology.com>

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# 1. キートップ

従来トグル入力、ポケベル入力と互換性を持たせた場合

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7 ま PQRS	8 や TUV	9 ら WXYZ
* ゝ小	0 わをん ー	# マナー



### 3. 「わ」行、「ん」、長音の入力

従来トグル入力、ポケベル入力と互換性を持たせた場合



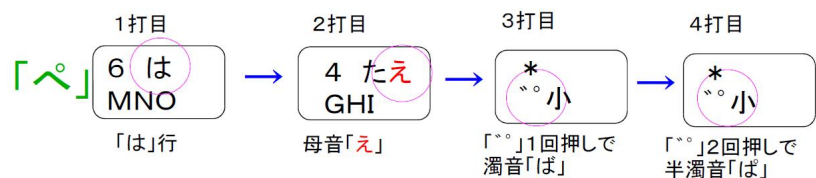
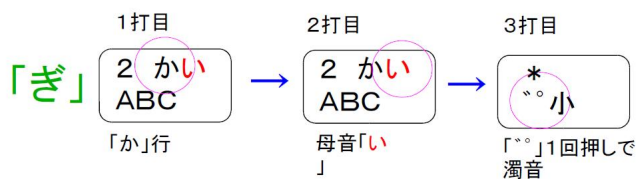
### 3. 「わ」行、「ん」、長音の入力

子音・母音の並びを他行と合わせた場合



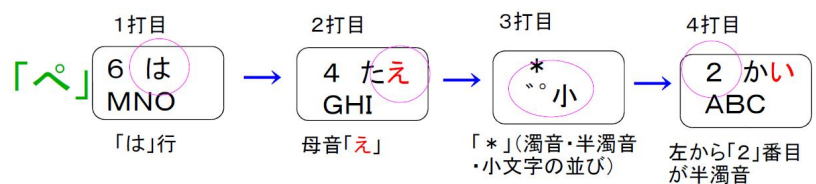
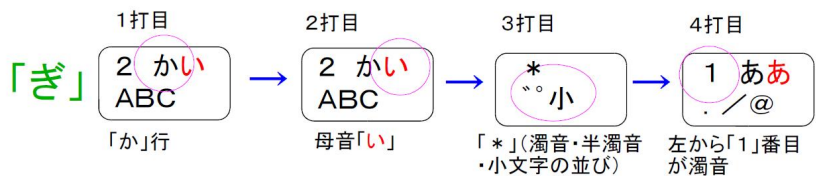
## 4. 濁音、半濁音の入力

濁音、半濁音指定をトグル打ちで行う場合



## 4. 濁音、半濁音の入力

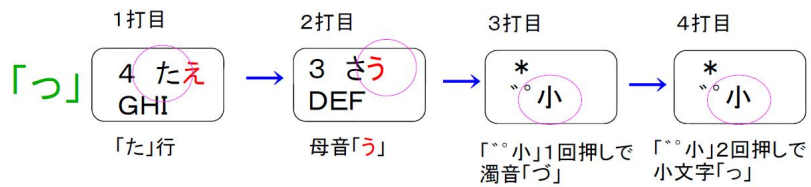
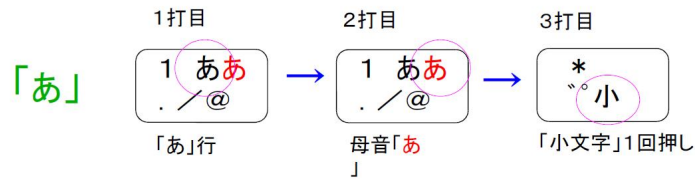
濁音・半濁音指定を2タッチで行う場合





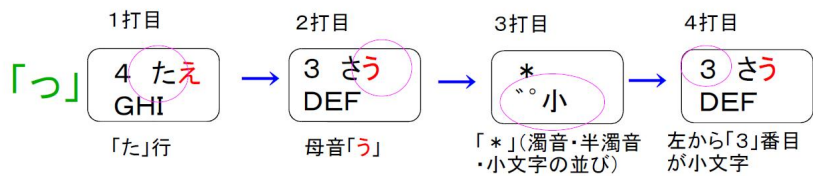
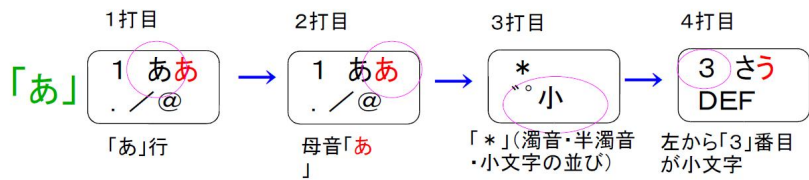
## 5. 小文字の入力

小文字指定をトグル打ちで行う場合

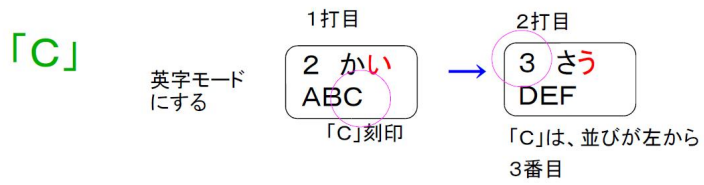


## 5. 小文字の入力

小文字指定を2タッチで行う場合



## 6. 英字の入力



## 7. 数字の入力

















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10-3	→	X	
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12		X	
13		( )	←
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パソコンのハードディスク(HDD)やCD/DVDのドライブは、パソコンの本体に内蔵されている。また、外付けのハードディスクやCD/DVDドライブも、パソコンに接続して使用できる。

パソコンの本体には、電源ボタン、電源スイッチ、電源ケーブルの接続端子がある。

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電源ケーブルは、電源コンセントと電源スイッチを接続するためのケーブルである。

電源ケーブル

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電源ケーブル      電源スイッチ

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## 第六章 緒論

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Society-Small Box of Thought-

Homogeneous ( unified ) and heterogeneous ( disjointed ) societies

About selfishness and improvement of social services

Rural = Commercial Community

Content and Media-Small Box of Thought-

Free viewing of downloaded and copied contents and copyright protection

Freedom in the game

About the character of the game hero

Music criticism such as classical music

Characteristics of "Moe-e" art ( since the 1990s )

Story evaluation points for anime and comics

Relationships between boys and girls

What is Moe

Bus car recording , recording failure factors

Education-Small Box of Thought-

Reform of Examination System in Japanese Education

Examination of study games and animation

Why can't Japanese speak English ?

Psychology-Small Box of Thought-

About bright and dark personality

Explanation: About bright and dark personality

On the relationship between dry / wet and warm / cold / darkness

About shade

About warm, cold personality

Description: About warm (cold) personality

Kindliness ( with a warm heart warm-hearted )

Interface Design

[Heat perception law](#)  
[Tough society, loose society](#)  
[Soft \( soft \), hard \( hard \) feeling, personality](#)  
[Tension and Relaxation Society](#)  
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Small box of thought

- Research and criticism Collection -

Iwao Otsuka

## **Society-Small Box of Thought-**

### **Homogeneous ( unified ) and heterogeneous ( disjointed ) societies**

2004.8 first appearance

(This is because the world society prefers to arbitrarily self-assert the different and different ideas of the United States and the homogeneous ( unified ) society that values each other's sense of unity, like Japan. ( It is considered that it is divided into a heterogeneous ( discrete ) society.)

When people think and behave in the same way as one another, they create a sense of unity with each other.

In a patriotic and dry society like the United States, individuals are separated, separate, have different ideas of each other, have different personalities, gather together as they are without thinking, in which each one It is a society that dissonantly asserts itself loudly.

This can be termed the "heterogeneous society, the society of difference ".

On the other hand, in maternal and wet societies such as Japan and East Asia, by minimizing individual disparities and synchronizing their ideas in common, they are united into one, It is a society that values, or values the sense of unity and harmony as a whole. In other words, it is a society that values each other with the same color.

This is a "homogeneous society (Society Of Sameness) , integrated society (society of oneness) can be termed a".

(c) 2004.8 first appearance

### **About selfishness and improvement of social services**

2003.3 First appearance

(In the past, selfishness has been viewed as being opposite to the cultivation of the public mind, as it only considers itself. I deny that idea, and selfishness is the only thing in the general society. It is the driving force for service level improvement.)

#### **1. Introduction**

In the past, selfishness (a tendency to think only about oneself ) has often been considered ( especially in Japan ) as an undesirable concept opposite to the cultivation of the public mind .

However, if you think a bit deeper, in fact, you can see that selfishness has a positive value that greatly contributes to the improvement of services and public welfare of society as a whole.

Here's the theory.

## 2. Human beings as living beings and "selfishness"

Because human beings are a type of living thing, they are basically concerned only with the benefits of surviving as living things.

When you say these things, there is no such thing as, for example, people who say that religious people in the world are giving up their own interests and praying for `` God ", doing things for others, right. However, if you think for a moment, in fact, such "noble and religious" religious people are extremely "selfish" objectives after death, seeking to obtain eternal life in a more comfortable and survivable environment, such as Heaven or Paradise. For this reason, it turns out that the tentative world is only "discarded".

It is a matter of course that living beings are "selfish" as a living creature, and nobody can blame anyone for being "selfish." You have to live with confidence and self-esteem as a proof that you are selfish as a living creature.

## 3. Genetic and cultural "products" and "survival quality"

Human beings, as organisms, their genetic, cultural replication ( hereinafter, collectively "products (products) will be referred to as a" ) is,

(1) It is made more than many. And spread among more people

(2) Length of the period As a descendant, to live longer for multiple generations

And make every possible effort to achieve it.

By the way, one's genetic duplication is the offspring that can have sex, and cultural duplication is a product that oneself creates through learning from others or by creating one's own and using it by others. , Crops and services. For example, `` products " as cultural descendants of each individual may be shaped like home appliances, confectionery `` recipe " made by confectioners, or `` service know-how " at call centers, May be intangible.

Survival to posterity is not limited to genetic sons and daughters, but also cultural works (from literary works to industrial products that are produced by the human nervous system) ) It is all. All of them ( they ) are called "products" on this occasion.

In order to achieve the above goals, the quality of the "product" generated by each must be good. The quality of a product depends on how useful it is to the survival of an individual. It can be described by the term "survival quality".

The ease of use for individual survival, that is, "survival quality" is, for example, ease of use, long-lasting ease, and high nutritional value.

In terms of "survival quality", if a self-replicating "product" with inferior ability and performance is created, it will not be preserved as a living proof in later generations. That is, if the `` product " is not useful for survival, for example, if the `` product " is household goods, no one will use it (in the worst case, go directly to the recycle bin ) , it will be forgotten immediately, or In the case of a living human being, no one will be able to survive because no one will pay him the price necessary for survival.

Therefore, each individual is determined to improve the quality of the generated "product".

For example, educate children as their own genetic "products" to higher levels of education and access to survival tools.

Or create a higher-quality cultural `` product " ( precision camera, easy-to-use toothbrush, delicious and reputable meal ) by focusing on the idea in your head or the skill of the hand movements , Displace other products already on the market and make them available to the public more and longer.

As a result, there is a constant competition in the quality of "products" between individuals, and quality improvement and cost reduction are progressing steadily.

As a result, "products" distributed to the public are inexpensive and have high performance, and the level of public life and welfare is improved. In other words, everyone is more likely to survive.

Each individual's selfishness based on selfishness, "I want to keep a lot of their products alive" contributes to improving the living standards of the society as a whole and to improving public welfare.

In that respect, the egoism of each individual is something that should never be avoided, but rather welcomed, to the public nature of society. In other words, individual self-interest is the driving force in raising the level of social-public services.

#### 4. Selfishness and the creation of society and organizations

Such "selfishness" is certainly essential to the development of society and organizations. This is because, rather than trying to do everything on its own, it is better to form a team and take advantage of each person's specialty and to divide the work so that a product with higher survival quality can be created.

Each of them wants to make a better copy of themselves, so they work hard to create a team and division of labor. The composition of such teams leads to the creation of large societies-nations, in the form of small organizations that combine with each other in ways involving many people.

The resulting team, a small organization to a large society, will soon serve as a community of fate for members , creating a sense of psychological unity. The starting point of this sense of unity is that members try to maintain a working state as a team by helping each other.

In the end, organizations-societies that were originally a product of individual selfishness-will act as individual psychological sources.

(c) 2003.3 first appearance

### **Rural = Commercial Community**

Traditional sociologists view profit as making money through business and no profit in self-sufficient rural areas.

It is the idea of Ten Nice's gem shaft, or a typical example.

But in reality, no matter where you live, you will eventually be unable to survive unless your household and accounts are in the black or make some profit.

This is true not only of humans but of all living things.

All human beings need to secure profits for their lives and are essentially profitable creatures.

The same is true if you live in rural areas.

If the life is not profitable even on an individual basis, it will be annoying to other members, and if it is not profitable even on a community basis, the life will be painful and the village will eventually collapse.

For example, securing food.

Rural villages are therefore self-sufficient and for-profit communities.

(c) 2014.9 first appearance

## **Content and Media-Small Box of Thought-**

### **Free viewing of downloaded and copied contents and copyright protection**

-Collection of copyright fees by automatic insertion of advertisements into contents-

2003.04-2006.02 first appearance

[ Summary ]

The main text is free of viewing when so-called contents such as videos, music, e-books, etc. are downloaded, saved and copied locally using file exchange, and payment of copyright fees to content creators. It proposes one of the methods to achieve both. This paper describes a method of automatically inserting advertisements into content to legally download, copy, and view the content locally from a network to prevent copyright infringement.

#### **1. Current status of content distribution**

At present, the content is viewed only by the copyright holder, whether broadcast or distributed over the Internet.

Traditionally, the content, Winny ( or subspecies of Winny ) , Share , WinMX downloaded to the local for free using, for example, file-sharing software, such as, save, or copy, the saved data 2 that spamming to-order is, copyright It has been the subject of lawsuits, sometimes violating the law, for violating the rights of the rights holders. As a result, the simple desire of viewers to "see what they want to see for free" was often overshadowed.

Also, for example, in the video distribution over the Internet, since the content can not be easily stored locally on the viewer side, ordinary viewers who do not know how to use the back tool can stop the distribution on the distribution side, There is nothing to do. Viewers should be given "right to see" so that they can see the content they want whenever they want.

This also applies to videos, DVDs and e-books, and if the content is sold out in any way and becomes unavailable, the only way left for viewers is to use second hand goods or copy. Only. However, at the present time, there is no compensation for the copyright owner in obtaining used content. Only second-hand retailers make money, they are parasites that live free on the copyrighted work of others. On the other hand, at present, free content copy

such as file exchange is not paid to the copyright holder. Such authors are likely to circulate a large number of inexpensive copies and drive out legitimate works.

Originally, it is desirable for copyright owners to be able to accept their work with as many viewers as possible ( and to be able to live reasonably by receiving compensation from viewers ) .

At that time, it is quite natural for the copyright owner to want to collect a fee from the viewer every time the content is viewed by the viewer. However, at present, once the content is stored and copied locally to the viewer, it is impossible to collect a new viewing fee from the content.

For this reason, DVD software and the like use copy protection to prevent viewers from saving and copying content locally for free. The content has resulted in missed opportunities to be known to a large audience through copying. In addition, the direct collection of copyright fees in cash means that DVDs and other expensive content are no longer affordable enough to be widely viewed. For example, expensive products that are difficult to reach , such as anime, are expensive, such as 5000 yen for 30 minutes .

In short, with the current content distribution system, the viewers' fundamental desire to be able to watch for free whenever they want, and the copyright holders can collect the viewing fee again and again each time they see it , Can not satisfy the same desire.

All of these problems stem from the fact that copyright fees cannot currently be collected from content once stored locally by the viewer. By resolving this, we need to create a profitable mechanism for both viewers and copyright owners.

## 2. Problems to be solved

Viewers should be able to watch content basically free of charge. It is, (1) to go to feel free to "try viewing", in order to increase the likelihood that encounter in my of favorite works, (2) is necessary in order to minimize the economic burden.

Also, even if the distribution ( broadcast, download ) of the content is terminated on the distribution side, the content should be locally stored so that the viewer can continue to watch the content. In addition, in order to promote the dissemination of the content, it is necessary to freely copy and distribute the content.

On the other hand, in order to prevent viewers from watching the content and not hurt the copyright owner, copyright fees should be sent to the copyright owner each time they view locally downloaded content. .

## 3. Solution

To solve the above problem, while allowing local content to be stored and copied for free, when viewing locally stored and copied content for free, the corresponding advertisement is automatically downloaded through the network. It's quick to force viewers to need to watch.

In other words, (1) the content stored locally, and the copy, (2) Free viewing, (3) of the copyright fee payment 3 order to achieve both a person,

(a) the existing file sharing software or the like, the content ( in some cases the advertisement data ) to implement local storage, copy and accumulation.



(b) When viewing local content, create dedicated content playback / browsing software ( dedicated player ) for automatically inserting advertisements and forcibly viewing . At that time, the timing and the number of advertisement calls can be set for each content.

(c) At the time of playing back the content, when it comes time to call the advertisement, the advertisement is streamed or downloaded from the advertisement server and played back ( or the advertisement data downloaded locally in advance is played back ) .

(d) Content playback and browsing software ( dedicated player ) , when the viewer plays and views the advertisement, deducts the advertisement fee from the advertiser's account and transfers it as a copyright fee to the copyright owner's account, Conversion of advertising fee → copyright fee. At that time, an advertisement fee and copyright fee account information server is constructed for the content reproduction / browsing software to check the latest advertiser and copyright owner account information in real time.

In this case, the local content to be played / browsed with advertisements in the playback / browsing software includes moving images ( animation, live-action drama, movie, video taken by amateur video camera, etc. ) , and still images ( jpeg format ) Scanner images, digital camera images, etc. ) Recording of music, train running sounds, etc. ( audio files created in mp3 format, etc. ) , e-books ( consisting of multiple still images , one to multiple in PDF format, etc.) Text, comics, etc. created in one file ) .

### 3.1 Payment of copyright fees by advertisement

Pay for content instead of paying directly with cash ( including card payments ) , rather than paying for advertising. Its scheme is the following 2 of the ways 1 to bracts.

(1) The advertiser sets up an advertisement data server in advance for the advertisement data each time, and outputs the latest advertisement data therefrom in real time whenever requested.

(2) The advertisement data file is released to the net using file exchange software or the like. By doing so, it is possible to easily and inexpensively send the latest advertisement data file to the viewer without building a high-load advertisement data server or the like. Content playback and browsing software automatically checks the expiration date of the advertisement and plays back only the advertisement that meets the conditions. This will keep viewers from seeing older ads.

As an advertiser, the latest advertisement can be shown to the viewer even when the viewer views the content downloaded several years ago. )

Also, in the content reproduction / browsing software, the type of advertisement to be viewed is selected by the viewer in advance, and the advertisement that meets the conditions is reproduced preferentially.

The genre may be basically the same as the current television advertisement, and the advertisement mainly includes daily necessities, food, stationery, laundry supplies, and the like that are required by everyone.

It is also possible to automatically reproduce or download the advertisement data of the content related to the content. For example, if a video file of the animation "Mirimo de Pon" is played, an advertisement for a character's toy is played along with it.

In the content reproduction / browsing software, when the viewer views the advertisement, the operation of automatically deducting the advertisement fee from the account of the

advertiser of the advertisement data and transferring the advertisement fee to the account of the copyright holder of the content is automatically performed. By doing so, the copyright holder, even from old content, will use the latest advertising viewing mechanism that converts advertising fees to copyright fees, so that every time a viewer views a new content, You can always get a new copyright fee each time.

In the content, software capable of writing the timing information for calling the advertisement, that is, content creation software is prepared. The advertisement timing can be set at an arbitrary position in the content, and information on the number of advertisements to be called is simultaneously written near the head of the file.

In order to make it easier for the copyright holder to identify someone, for example, the official name of the copyrighted work, the number of stories ( or the number of volumes ) , and the data of the copyright holder are forged in the part near the beginning of the content. Embed with watermark for prevention.

On the other hand, when playing content files that are already distributed on the Internet and are not directly compatible with playing advertisements, ads can be called up and copyright fees can be collected. Do. From the name of the content written in the file name and the type of media ( audio only, video, image, PDF ... ) , what is the official name of the copyrighted work and who is the official copyright holder? It queries the server on which the database runs to determine it, and ensures that the original copyright holder is given the copyright fee. In addition, the advertisement timing is set such that the advertisement is reproduced at a time before the reproduction of the content is started, or a frame of the advertisement reproduction is always determined within a certain percentage after the start of the reproduction of the content, and the viewer can freely advertise within the frame. Let them choose the timing.

Regarding the handling of advertising fees by content playback and browsing software,

(1) In the method in which the advertisement data is streamed or downloaded from the advertisement data server and played back in real time when the content is played back, the advertiser information server is accessed to search for the advertiser and the advertisement content that match the conditions set by the viewer. The balance of the account is calculated from the account information of the advertiser, and the portion of the balance corresponding to the advertisement fee corresponding to viewing the copyrighted work this time is deducted from the account of the advertiser. Then, the advertisement is streamed or downloaded from the advertisement data server and reproduced. An appropriate advertisement search may be performed in advance of content reproduction in order to save advertisement search time during content reproduction.

(2) In the method of downloading advertisement data in advance, read the advertisement file data, check the advertiser, airing time, expiration date, access the advertiser information server, and calculate the account balance from the advertiser's account information Then, the remaining amount of the advertisement fee corresponding to the viewing of the copyrighted work is deducted from the advertiser account. If there is no account balance, skip the broadcast of that ad and hit another ad.

In the above (1) and (2) , the direct debit of the advertising fee may be performed at the end of the month or the like in order to reduce the workload.

In the inquiry of copyrighted material by content playback and viewing software, the content item name and type ( video, book, game, etc. ) are first specified from the file name, etc., and the corresponding copyright holder and its copyright payment account are identified. , Pulled from the copyrighted work database. At the timing when the copyrighted

work is reproduced, the converted copyright fee is transferred to the paying account. The actual account transfer may be performed collectively at the end of the month or the like in order to reduce the workload.

If a correct copyright holder account cannot be found, a pool account for temporarily storing copyright fees is prepared for each work.

It should be noted that how much content data is managed by the server database and how much is written in the file is a matter to be noted. This is because the information written in the file may be deciphered by a malicious viewer and may be forged without permission. It is desirable to write only information that may be leaked to the viewer in the file.

Also, it is necessary to check in advance whether the account relating to the copyright fee and the advertising fee is correct and that the account is actually operating, then deduct the fee and make a transfer.

The content playback and browsing software always checks the playback position (for video and music) and the screen page position (for e-books) when playing and browsing locally downloaded and copied content. Check whether the advertisement call timing information is written in the. Then, if written, the new advertisement data of freshness is reproduced at that timing.

Advertisements that are at the moment by the advertiser and are within the expiration date will be noticeable to the viewer.

Alternatively, when an advertisement of a genre desired by the viewer is not found, it may be possible to arbitrarily pull an advertisement of a near genre as an emergency measure.

As in the case of existing television and radio advertisements, the method of putting out advertisements is basically from before the start of the main part to the point when the main part enters a good point, as is the case with existing television and radio advertisements. Or, scroll the display up or down on the screen, or in an L-shape, so that the advertisement data is constantly flowing simultaneously and simultaneously during the main part playback. In the case of an electronic book, it may be displayed using the entire screen.

Advertisement data is initially assumed to be video with sound similar to that for TV, but in order to reduce the data size during playback, it can be a still image, a silent GIF animation or FLASH video, or a bullet train Like the electronic bulletin board in the car, the character string data may be scrolled and flown (of course, the character string data may be displayed statically without scrolling) . In the case of character string data, the contents of the character string may be spoken by speech synthesis.

For viewers, specify the genre of the advertisement you want to see in the playback software options. For example, alcohol or childcare products are specified. Then, the playback and browsing software automatically searches for advertisements that match the genre and lets them flow.

The mechanism by which the advertising fee is smoothly converted to the copyright fee is as follows. When one viewer is watching content A while playing locally stored content A , when he sees advertisement B , (1) content A was seen, (2) that advertisement B was seen, 2 Content reproduction and browsing software grasps the type of information. On the content reproduction / browsing software side, the advertisement fee corresponding to the advertisement B set by the advertiser is deducted from the advertiser's account each time, and the fee is deducted, and transferred to the account of the copyright holder who

created the content A. Transfer the deducted fee to the account of the company that developed your software.

Before playing the ad, check in advance that the advertiser has deposited enough money in the account to withdraw the ad, and if the debit amount cannot be secured, stop playing the ad .

Such account inquiries and charge debit-transfer need to be performed in the background when the viewer plays the content (the actual debit-transfer may be performed at the end of the month at once ) . It feels like a payment function with a credit card company.

### 3.2 Authorization for Local Download of Contents

In order to cope with the possibility that the content is lost on the server side due to a hard disk error or the like, the content can be downloaded locally.

When playing or browsing locally downloaded or copied content, the playback / browsing software plays back the advertisement data to forcibly view the advertisement. By doing so, the copyright fee is automatically paid to the copyright owner when viewing the advertisement.

There is a need to prevent malicious viewers from altering the contents of locally downloaded and copied content to prevent advertisements from being skipped. As a measure,

(1) Work inside the content data. Data relating to the timing and the number of times an advertisement is issued is encrypted or distributed and embedded in the content, so that data relating to the advertisement display is separated from the content and cannot be erased.

(2) For content for which there is no timing data for advertising, the content playback / viewing software automatically determines the timing for advertising playback in advance. Delivery can be assured.

### 3.3 Free viewing and optional paid viewing

By delivering the latest advertisements when viewing locally stored and copied content, anyone can view the content as much as free and enjoy the same feeling as watching a conventional commercial broadcast with advertisements, download as much as you want as much as you want , Can be saved locally.

The timing of inserting the advertisement in the content is determined to some extent freely by the content creator. For example, a content creator who wants a lot of copyright fee by viewing an advertisement may insert a lot of advertisement insertion timing into the content.

On the other hand, it should be possible for a viewer who is uncomfortable to view the advertisement to automatically transfer the copyright fee directly to the copyright holder from the playback software. The suspension of the advertisement and the transfer of the copyright fee by the viewer accompanying it are as follows: (1) Permanent purchase of the content ( advertisement is not permanently displayed when viewing the content ) , (2) Temporary lease of the content ( during the lease period) only, the ad does not come out ) , of 2 performed by one of the kind.

As a mechanism, for example, credit card information is registered on local reproduction software. The reproduction software encrypts the credit card information and sends it to the

advertisement server operating company when the viewer requests to stop the advertisement. The operating company plays a role of mediating between the viewer and the copyright holder by sequentially debiting the card from the card and transferring the payment to the copyright holder.

The determination as to whether or not the content is to be canceled is performed by the local playback software where the content data exists. At this time, in order to prevent malicious users from canceling the advertisement without paying the copyright fee, the data related to the advertisement cancellation is encrypted or the format is made difficult to understand, so that it can not be cracked. Need to be

Also, in order to allow the content to move freely across borders and to proliferate, for example, even if the content is for North America, if the playback area specifies Japanese as the residence area or Japanese as the language, , So that ads for Japan (in Japanese ) can flow. In this case, by converting the advertising fee for advertisements to Japan into copyright fees as they are and creating a mechanism that can be paid directly to overseas copyright holders, it is possible to distribute content beyond language barriers Must be possible.

### 3.4 Handling of public content

Advertisers will not be able to manipulate the content to their own convenient content and eliminate bias in the content. Payment is required.

The free advertising model described above does not support public broadcasting as it is. Therefore, when the viewer tries to play the public content stored locally, the content playback and browsing software is automatically inquired to the public content creator as to whether the viewer has paid the reception fee properly and received. Create a mechanism that allows the viewer to freely play locally stored content "without advertising" only when the user is authenticated as paying.

By doing so, it is possible to create an environment in which all public contents can be viewed unlimitedly and favorite contents can be selected and downloaded as long as a fixed reception fee is paid every month.

## 4. Benefits

The following summarizes the benefits of the free viewing environment for locally stored content provided by such advertisement distribution.

### 4.1 Effects of advertising

Advertisements displayed during local content playback can force video playback and full-screen display for a long time, and are much more effective than banner ads such as the web , and can be expected to have the same effect as current TV advertisements.

Also, in the current TV program, the recorded advertisement remains old, and in real time the viewer does not want to see the advertisement endlessly, but in local content playback, only the advertisement part is sometimes displayed Will automatically be replaced with the latest one that fits the audience's preferences. Viewers will be more willing to watch ads. Advertisers can also maintain a high advertising effectiveness by automatically reproducing a freshly-advertised advertisement.

### 4.2 Improve content quality

In local content playback, content creators are strongly motivated by creating excellent works that do not get tired even when viewed repeatedly. By doing so, the quality of the works that circulation, 1 remarkably improved as compared with the circumfluence Once the end of the television mainstream of current.

In other words, every time the work is viewed, the copyright fee converted from the advertising fee will be in the hands of the author forever, so for the author, the more money you see the work, the more money you earn That's why. And since it is not sold out like the current DVD and other packaged products, it repeats every time a work is seen, making it profitable forever.

#### 4.3 Financial benefits to viewers

Viewers can get as many works as they like for free and as much as they want, so they can get, save, and play back whatever they want, without any financial burden. Therefore, a wider variety of works can be easily and continuously spread to more viewers at once. Therefore, it is easy for content creators to earn money.

#### Over 4.4 broadcasts

Currently, terrestrial broadcasting and BS broadcasting receive distribution of content at a fixed time within a fixed geographical area for free or at a fixed price . At present, the act of recording broadcast content and storing it on a VCR is generally accepted. However, in this case, the user cannot see the desired content until a fixed time. In addition, you miss the broadcast in some convenience 2 is often not seen as degrees. Also, even if you want to watch outside the broadcast area, you can not see it even if you want to watch it on BS broadcasting that is supposed to cover the whole country . In the case of recording of a program after a baseball broadcast or the like has entered before, it is not possible to watch the program every time while paying attention to the fluctuation of the broadcast time. If you make a mistake, the video will not be recorded correctly. Alternatively, extra recorded data may be included because of a shift from the original scheduled broadcast time. It is also difficult to respond to sudden changes in the broadcast date and time following the outbreak of a serious incident such as an earthquake or terrorism.

In this regard, when exchanging files via the Internet or freely downloading from a web server, you can use the content name you like whenever you want, regardless of where you live, regardless of the weather, etc. It is possible to freely download and enjoy just by specifying, and as long as the copyright problem is cleared, an ideal environment that completely removes the time and space restrictions of broadcasting is realized.

In that sense, it is a serious matter that both content viewers and authors need to find out immediately the conditions under which the exchange of files on the Internet and the payment to copyright holders are compatible. Can be By doing so, it is considered that conventional broadcasting is inferior to file exchange and free download from a server, except for breaking news, and will eventually decline. The day when the broadcast disappears may be surprisingly close. Recorders with various TV tuners that are supposed to be used for current TV broadcasting will be replaced by content storage and storage devices with a file exchange function that have an ultra-high-speed LAN connection terminal instead of a tuner .

#### More than 4.5 movies

At present, when watching a movie in a movie theater, a fee corresponding to a copyright fee is stripped from the viewer before the content is shown to the viewer. In short, flashy advertisements form a pre-reputation among viewers and inspire them to pay. The movie

industry does not offer a refund if the viewer is disappointed with the sloppy look of the content. In that respect, they are completely resident of the "bottled" world. And at that price, the content is often 1 is not allowed only to watch degrees. If you like it and want to see it again, you have to pay a higher price again.

These movie industry customs are unjustifiable, which can be called violent departure from the ideal form of viewer-oriented content viewing, and should be eliminated in the future.

The preferred form of content viewing for viewers is that they can actually watch the content to see if it becomes a favorite and have the opportunity to thoroughly examine it, and then continue to "like" "Enjoy when you like." At present, this type of viewing is accompanied by the distribution of advertisements when viewing the content ( there is a fee to the copyright holder for viewing the advertisement, so it can be enjoyed virtually free of charge ) . It is ideal to have a replacement ( you can get it whenever you want ) and a local storage environment ( you can enjoy it whenever you want ) .

#### 4.6 Environment for sharing and exchanging locally stored contents as a huge library

Public libraries play an important role in that they can view books and magazines for free. However, in the current situation, in order to view the contents, you have to go to the library and borrow the contents. Also, if someone else borrows the content, he or she cannot immediately view the content. Also, once borrowed content has to be returned.

The content data file download and exchange via the Internet, which I describe in the text, the local storage / playback environment with advertisements is widely used throughout the country and throughout the world. It can be regarded as one huge "library", "private", "electronic" that handles digital content data, and "open to all" where anyone can view the content for free. In addition, you do not have to worry about whether or not someone borrows the content, while maintaining the advantage of the library, "you can just watch the content" = you can get the content whenever you want In this respect, it can be said that it is an easy-to-use content viewing environment that exceeds the limitations of the conventional library in that the obtained content can be kept forever without the need to return it.

#### 4.7 Benefits of Content Scattering

In a content data file exchange via the Internet to a local storage / playback environment with advertisements, a plurality of contents can be distributed among file holders that are "dispersed" widely from all over the country to the whole world. Therefore, even if one area on the ground is severely damaged by a natural disaster and all file holders in that area die and their files are destroyed, the file holders in the rest of the area will have the same It is possible for the contents of the file to be copied and continue to exist. This is because, like the current web- based information provision, content is distributed from one server in a centralized manner, and once the server machine crashes and gets sick due to a disaster, the content is instantly distributed. In contrast to being inaccessible worldwide and disappearing from the ground in an instant. In that regard, the file exchange environment via the Internet is a more ideal form of content preservation and redistribution than the web .

#### 4.8 Benefits for amateur content creators

In a reproduction environment with content data file download / exchange to local storage / advertisement, amateur content creators can obtain the same convenience as in the present, in that their content can be freely released on the Internet.

In addition, since the converted copyright fee becomes available, content creators who create and release excellent content that is repeatedly played back to the public can greatly benefit the publishers and broadcasters. Even if you do not peek at the bureau, you will be able to make a living independently as a professional.

#### 4.9 Beyond the doujinshi comic market

Even if you are a doujinshi creator of comics, even if you do not go to a doujinshi sale market in a big city every night by a night train or have a stock of physical printed matter, To download and read, and also receive a copyright fee converted from the advertising fee. Readers can download various doujinshi magazines to their heart's content for free without leaving their homes, without having to visit the comic market. In that regard, the current comic market is likely to decline.

#### 4.10 Content Media, No Package Required

Content data file download, in the exchange - local storage and advertising with playback environment, content creators, the pre-copyright owner account on registered on a dedicated server, on my own, on the net, file exchange and web from By distributing your own content by means such as downloading, you can collect the copyright fee by yourself without having to rely on any media by allowing viewers to play the content with advertisements .

In this regard, it will be possible to conduct business using the content with almost no power of existing content distribution / sales media such as publishers, bookstores, package sales such as CD / DVD , and rental companies. In that regard, these existing media are likely to significantly undermine their influence.

Isn't the existing media only a function as a content advertising medium? Even so, if a content creator launches something like a web site himself and puts in a big bulletin board or other publicity, that might be fine.

At present, books, music, movies, animations, and other contents are lined up in glittering packages and lined up at bookstores and music CD stores at expensive prices. Are all distributed in the form of a file on the Internet, and the creator can obtain the price of the copyright that has been converted to the advertising fee, thereby reducing the necessity of distributing it in a package. Some mania collectors dare to buy expensive packages, but only a minority will do.

### 5. Issues

Here, the problem of the content free viewing environment by advertisement reproduction will be described.

#### 5.1 Necessity of Preventing Counterfeit Content

The biggest problem with the above-mentioned free distribution of local content by viewing ads is that the copyright fee, which is the change of the advertising fee, does not go to the original author but goes to the impersonator of impersonation, Is what could be done.

For example, if someone else edits the title of a video file that they have copyright, masquerades as if they were the copyright holder, and the advertising fee would enter themselves. be ( production of pseudonym file ) is considered to be rampant.

As a measure,



(1) content in the interior, books of the ISBN put a copyrighted material number of like a symbol + number ( encrypted ) . This copyrighted work number is also registered in the copyright fee account information server. When viewing the content, the content reproduction software reads the copyrighted work number and refers to the copyright fee account information server. The server returns the content name ( and, if necessary, the name of the copyright holder ) of the corresponding copyright number . The content reproduction software collates the content name returned from the server with the content name ( and, in some cases, the copyright holder name ) associated with the file name of the local content, and determines whether the content is authentic. If the content is determined to be counterfeit, the content is not reproduced. Alternatively, the playback software may display the content name and the copyright holder name returned from the server on a screen, and determine whether the viewer is a fake.

1 per one of copyrighted material number, correct content name and copyright a user to uniquely determined. At the time of registering the copyrighted work number, a check organization is set up to check and examine whether the copyrighted work number, the content name and the copyright holder name are correctly matched or matched. For example, even if a malicious third party tries to register an old content with a new copyright number so that a copyright fee is put in his or her pocket, if the content name is old, The corresponding copyright owner's name is automatically entered into the name field in an unchangeable form by the system, so that a malicious third party can be prevented from becoming a copyright owner.

At the start of file download, file exchange software analyzes the contents of the first cache downloaded first, reads the copyright number and file name in advance, checks them against the server, and attaches the file to the server. It may be determined whether the file name is correct or not, and if it is found to be counterfeit, the download may be stopped and a forgery warning may be issued.

Instead of the copyrighted work number, the server may directly inquire the server of the content name and copyright holder name embedded in the file in a form that cannot be forged.

(2) The copyright holder inserts “digital watermark” information indicating that the file is genuine in the content, and matches the file name with the copyright holder information in the watermark when viewing the content. Check if it is. Alternatively, if the watermark is not included or is falsified, the content is invalidated as a fake. By doing so, it is conceivable to take thorough measures to prevent impostors from illegally obtaining copyright fees.

As a matter of fact, the file name of the content must be specified correctly, such as in file exchange, and if the file name is incorrect, the content will not be downloaded, so the falsification of the file name may not be very popular.

However, in some cases, file names are intentionally falsified with the aim of disruption, and it is necessary to deal with it.

Alternatively, in the case where the method of embedding the copyrighted work name and copyright holder information at the head of the content file is adopted, in order to prevent forgery of the information, embed the passwords corresponding to both the contents and the copyrighted work database, and It is also conceivable that the copyrighted work is played back only when it matches or responds correctly ( if not, the warning is issued and the playback is stopped ) .

## 6. Conclusion

On the content creator side, even when viewing the content of the old work that is stored and copied locally, the latest advertisement is distributed from the Internet, so it can be a revenue source like new content. Because it is free, it can be seen by many viewers and promote the dissemination of each content-the formation of reputation. The content creator can determine the amount of advertisement fee for an advertisement to be issued at the time of a preview by a viewer.

The advertisement provider can always show the viewer the latest advertisement that matches the taste of the viewer, and can reliably increase the sales of the advertisement product.

Viewers can watch any content for free as long as they see the ad. In addition, you can enjoy downloading and watching your favorite content anytime and anywhere, without being restricted by time as in the conventional timed broadcast viewing.

In addition, the spread of copying of content, which has conventionally been regarded as bad, is also justified by the fact that the copyright fee from advertisements enters the copyright holder when viewing the copied content. Rather, the increase in content by copying increases the amount of copyright fees paid by advertisements to copyright holders, so copying content is a welcome situation for copyright owners.

Also, no matter how old the content, as long as the copyright holder updates the account information to which the copyright fee is properly transferred to the latest one, the copyright fee from the advertisement enters the copyright owner, so the old local content will be "Dust-free" means that the copyright owner can use it forever.

In such a point, "the content creator = copyright holder" and "advertisers", of "audience" 3 between the person, "win-win-win relationship" is established. In other words, the system that plays the latest advertisement file and sends the advertisement fee to the copyright holder when viewing local copy and copy content can be profitable for each person in each position, in that respect, as a business It can be said that it holds.

In order to establish this business, it is important for the content reproduction and browsing software development company that mediate between the advertiser and the copyright holder, and the work of a third-party organization to authenticate the copyright holder of the copyrighted work. Accumulating the know-how for that will be a big key to the success of the "free" content business for future viewers.

( [Click here for links to older versions](#) ) .

( Reference ) Current similar system

A system similar to the method described in this page already exists.

It is a link to the page of " [NetLeader \(NTT Communications\)](#) ".

NetLeader is based on content distribution via file exchange software.

The advertisement / billing information is embedded in each of the content files.

Viewing the advertisement gives the viewer a license to view the content for the first time. Instead of advertising, alternative means such as answering a questionnaire are also possible.

Approach proposed in this page ( hereinafter referred to as "advertising automatic insertion method" ) The difference between the,

(1) NetLeader embeds advertising and billing information directly in the content. On the other hand, in this page method ( "Advertisement automatic insertion method" ) , advertisements and billing information are not embedded in the content itself, and the selection and reproduction of advertisements are performed by the content browsing / reproduction software side. Since the advertisement is fetched and performed, it is possible to avoid a situation in which the content becomes old and the advertisement becomes old.

(2) In NetLeader , advertising and content providers must be integrated. The content provider must determine or prepare in advance the content of the advertisement or the like that the viewer wants to see. On the other hand, in this page method ( "advertisement automatic insertion method" ) , the association between advertisements and contents and the conversion of advertising fees to copyright fees are performed by the content provider / And do it independently. Therefore, there is no need to consider the content of the advertisement for the content on the content provider side.

(3) collection of copyright fees, NetLeader in, are intercepted by looking at the ads indication of the content providers, with respect to not enter the copyright fees itself, this page technique ( "ad automatic insertion method" In ) , the advertising fee of the third advertiser independent of the content provider is converted into a copyright fee and is directly transferred to the content provider's account. Therefore, this page method has an advantage that the copyright fee can be directly collected as cash ( cash ) .

In this regard, the ideas and methods described on this page are considered to be superior.

(c) 2003-2005 first appearance

## **Freedom in the game**

2005.05 First appearance

In the existing game, the user simply clears plots, conditions, and hurdles determined in advance by the creator. Alternatively, it simply follows the route according to the inconvenience set by the creator. The creator unilaterally regulates and binds the user.

For example, in a car driving game, only a race that runs on a fixed course, and in a train driving game, only a train must be stopped at a fixed position within a time limit.

Alternatively, what happens in a simulation game or an adventure game ( such as love ) is determined in advance for each course to be advanced. Anything outside of the creator's settings never happens, and the user cannot. In order to reach a "correct answer" such as a good end, it is necessary to perform a predetermined event silently as set by the game producer.

No matter how good the game is, the user cannot get out of the frame set by the game creator. In that respect, the user is passive, only follows existing cases, not creative. Although a user to purchase a capture book in order to reach the "correct answer", "Good end" of the game there are many, in the first place, for the game, a predetermined "correct" or whether the ending is probably something you need ? By the game creator Is n't it just mere provision for users ?

From now on, the game creator should set a margin so that the user can freely act without setting a frame as much as possible.

For example, shouldn't you create a free game wherever you drive, where you drive, and when you stop the car, like a free driving game ?

In addition, it is necessary for the game creator to release the user from scoring, ranking, aggressiveness and other numerical values of the level, and evaluation of how well the game is. These are all the same ideas as school tests and grade evaluations, and the game creator has the right answer and controls the user.

In the future games, what happens is not predetermined. For example, even when passing through the same place, it is necessary to create a game in which the situation changes from time to time and scenery changes. As a result, the strategy book becomes unusable, and the user can enjoy the fun of experiencing unknown spaces and events from time to time.

Alternatively, you can start at your own favorite spot, proceed freely with your favorite course without restriction, play or rest as much as you want, stop at any time, or do not unilaterally evaluate your grades, no scoring I think there may be games.

There are no predetermined endings, courses, or scenarios, but random events and courses can be freely changed or newly combined with random numbers, in other words, it can exceed the setting frame on the creator side Could there be games with freedom, room, and flexibility ?

(c) 2005 first appearance

## **About the character of the game hero**

In the current video game for TV and PC, the character of the hero has been dressed by the game maker side, and the user must play the hero with the character determined and forced by the maker during the game The situation is inviting. For example, if a user who likes a sensitive attitude is playing a game and the protagonist in the game seems to show a rough but sloppy attitude in dialogue with others, the user He thinks he is a personality different from himself after all and cannot feel empathized and feels boring. The situation in which there is a contradiction between the character of the user and the character of the main character of the game must be overcome.

To solve this problem, it is necessary to make the character of the hero suitable for the user. Specifically, it is conceivable that the character of the hero can be freely set in advance so as to suit the user. For example, if introverted, meticulous, cautious, or the like is set in advance, a dialogue option suitable for the personality will appear in the game.

In order to enable the user to determine the character setting of the hero (where the user is going to be ) , the following problems must be solved.

1) In determining the main character's dialogue, data on personality psychology must be prepared in advance, saying, "People of this nature should think and say such things in this scene." In short, it is necessary to provide a rationale and support for setting an appropriate dialog for each scene in the game, but the problem is whether the game maker is willing to hire a psychologist for this purpose.

2) The number of variations of the hero must be increased by the number of personalities to be prepared. For example, conversations are categorized by scene and by the character of the protagonist, and a database of conversation contents is created so that appropriate remarks (of the protagonist ) can be extracted from the database according to the game scenario . Is considered necessary. The question is whether existing game makers can bear the burden of diversifying the number and types of dialogue.

If this is not possible, at least it should be shown in advance on the exterior package of the game, such as "The main character of this game is XX-like."

(c) 2001.3 first appearance

## Music criticism such as classical music

2006.4 First appearance

There are many problems with the current music criticism such as classical music. The problems I am aware of and the improvement policy are summarized below.

(1) Blind evaluation should be introduced. The point is that the name of the performer, the name of the label, etc. should not be disclosed in advance in the evaluation. By doing so, fair and objective evaluation can be achieved without being influenced by the name of the player, whether or not the label is famous.

Under the current method of evaluating the names of the performers and labels in advance, the evaluation is unsatisfactory for a well-established famous performer or label, and unsatisfactory for unknown or non-authorized performers. Some sections are fairly painful.

The same is true for composers.

(2) Multi-person, multi-person evaluation should be introduced. Currently, it is evaluated by one or two critics. In this case, it is good that the critic who is sensitive to himself is appreciating, but the evaluation of the critic who is out of sensitivity with himself is that the performance that is described as interesting is boring. Occurs. If there are a plurality of people, the evaluation will be diversified and the accuracy will be increased.

(3) Adjective evaluation should be introduced. Critic readers often want to know the impression of a song or performance quickly. At that time, simply saying what is good or bad or how it is compared to the original music score does not make it clear what the performance is, and it is useless unless there is a specific adjective expression.

For example, on a sheet on which adjectives such as "heavy-light" and "bright-dark" are arranged, each adjective is marked on a 5- point scale, displayed as a line graph, and the evaluation results of multiple people are aggregated. By putting it out, you can grasp the atmosphere of the song or performance at a glance.

First appearance in 2006

## Characteristics of "Moe-e" art ( since the 1990s )

2006.10-2009.1 first appearance

The features of "Moe-e", which depicts the face and appearance of young female characters, which have become prominent in Japanese anime and comic character expressions since the 1990s , are summarized below.

No.	Part	Before Moe-e ( 1980s )	Moe picture ( since 1990s )
(1)	Eyelashes	long. A lot.	Absent. Substitute with terminal protrusion. It is refreshing.

(2)	Eye	Horizontal.	Vertical. Round to square.
		Stops in a small circle. It is close to the size of a living eye.	Exaggerated to large circles and ovals.
		The size of the eyes is small.	The size of the eyes is large.
		Eye color is monochromatic. No shading.	The color of the pupil is multicolored. There is shading.
		There is no reflection of light on the eyes.	There is reflection of light on the eyes and reflection.
		No glow of eyes.	There is shine of eyes.
(3)	nose	Large from the front. long. Express the nose muscles.	When viewed from the front, it stops at only a very small protrusion. The nose muscle is hardly displayed.
(Four)	mouth	The upper and lower protrusions of the lips are large. Realistic representation of teeth.	No lip protrusion. Only open red mouth. The closed mouth is expressed only by a short arc line. Tooth omitted or very small and simplified.
(Four)	hair	Without expressing the flow of hair. fill.	The flow of hair is displayed by capturing changes in how light hits.

Whether a picture is a "moe-e" or not is largely determined by facial expressions.

Instead of the face faithfully mimicking the face of a real living body, it adds bold deformation to create a moe picture. That is,

- We emphasize eyes and eyes greatly,
- Draw the eyes and the like to reflect light freshly,
- Minimize other lashes, nose muscles, lips and other bumps and protrusions,

Moe-e is a picture that does not have to be squeezed in general, is not shiny, has a clean, light, and cute shape.

The prototype of Moe-e is a prototype of a girl comic with large eyes and eyes, emphasizing the cuteness of facial expressions, and a female writer holding the initiative in the original drawing, a man who felt the charm of the opposite sex there It is thought that the creator

will be newly entered and both women and men will continue to make improvements, mainly for male consumers, so that girls' paintings will feel cleaner and more cute.

Where the eyes and eyes are large, the influence of the original girl comic is large, but where there is no garish decoration and the simplicity is simplified, it can be said that the taste of the man who is the main consumer of the picture has a large influence.

The above description of the Moe picture is, but is for the female character representation of the male consumer and the target, Apart from this, also picture Moe depicting the face and figure of the young male character for women, BL , such as It is considered to have a strong momentum due to its prosperity.

The appearance of the male character in the Moe picture for women is less masculine, less rugged, and more like a boy, beauty, elegance, nobility (and a high degree of pride and narcissism), It can be said that it has enhanced female-preferred qualities such as fragility, fragility, and mutual integration of characters (by homosexuality between men).

## References

STUDIO HARD MX ( production) anime heroine Pictorial - History of the fictional girl heroine forty years - bamboo Shobo 1999

First appearance

## Story evaluation points for anime and comics

2007.04 first appearance

The following evaluation points are used to judge the stories of anime, comics (in addition to movies, dramas, games) distributed in television broadcasts, DVDs , books, etc. Summarized in

Some viewers like the fun, loose, and laid-back stories exclusively, others like the serious and dynamic battle scenes as interesting, and some don't.

The following table serves as a reference of type classification of such viewers, the story evaluation point by the viewer, is extracted from the evaluation expression seen in the Internet bulletin board, etc., in my subjective 4 summarizes classified into one of the factors.

1	Positive-negative	
	Fun, floating	Angry, sad, sunken
	bright	dark
	Well-meaning, good-hearted, justice	Malice, villain

	Honest and unobtrusive	Conspiracy, betrayal
2	Pounding	
	Loose, relaxed	Was nervous
	Stopped, relaxed	Good working, busy
	peaceful	Combat, killing, destroying
	Don't fall, laugh, gag	Serious, serious
	I can feel safe	Can stir anxiety
3	Good story	
	Warm, warm	Cold, chilly
	be impressed	Cold, impressive
	Humane, wet	Business-like, dry
4	Time elapsed	
	Time, streaks do not progress	Time advances
	Does not grow	grow up
	As usual, repeat, endless	There is a last, it is completed

There are various types of animations and comics that are circulating, and there are many aspects where the evaluation criteria of the story are not straightforward, but at present , about 70 to 80 % can be covered by the above four classifications It is thought that it is.

2007 first appearance



## **Relationships between boys and girls**

2007.08 First appearance

The family relationship of the male protagonist is sparse.

There is no family to live with.

I am living alone.

A childhood girl comes to wake up in the morning.

A girl comes closer and becomes interested.

Serve multiple girls. Girls have a good feeling.

In the game, even those who can't speak to girls can have a relationship with girls in the game.

Most of the heroes stop at high school level.

Do not grow up.

The love between adults is not drawn.

She is awake because she is targeting a young boy who cannot speak to a real girl or a boy who cannot be called.

Men also include adults who are already adults, adults and middle-aged people.

It is for people who have no relationship with real women forever and who do not "ripe" as the opposite sex.

## **What is Moe**

By Toka animation and comics, it has become as is frequently used phrase Moe but that, or will to have the what implications?

Moe refers to the growth of buds, buds, and other swelling and growing creatures in spring, when organisms enter an active phase from hibernation.

Such blows, expansions and stretches with a sense of life's activity, estrus to humans (other animals, etc.), favorite partners, aiming at reproductive activities, genitals (male penis, female nipples, Clitoris) is considered to have been semantically diverted to the latter, since it has common features with erection, extension, and mood elevation, excitement, and swelling .

In each case, when there is a sense of vital activity or dynamism at the root, and when it brings some budding and expanding movements-senses related to reproductive activities to living organisms including humans, it uses the common expression of excitement You can do it.

2008.05 First appearance

## **Bus car recording, recording failure factors**

## 2008.09 First appearance

### 1. Automatic audio

□ The driver cannot turn down the volume of the automatic sound.

□ The driver overwrites the automatic voice with his own voice.

-The driver skips the automatic sound currently being played on the way and proceeds to the next.

-When the driver operates the microphone while the automatic voice is being played, the volume of the automatic voice is temporarily reduced.

-The volume of the automatic sound is too high, and the sound breaks.

-No automatic sound is output due to speaker failure.

□ The driver forgets or misses the automatic sound that matches the stop.

### 2. Driver's announcement voice

□ The driver's announcement voice is too small or too loud.

-There are too many drivers.

### 3. noise

#### 3-1. Noise from passengers

(Physiological phenomenon)

□ The passenger sneezes.

□ Passenger makes the cough gogongohon.

□ Passenger slips from a runny nose.

(Speak out)

-Passengers talk with other passengers.

□ Passenger speaks with mobile phone.

-Passengers with mental disabilities and the elderly speak German.

□ Child passengers make loud noises and cry.

(Make a sound)

-The passenger clinks the bell.

□ The passenger opens and closes the chuck with a rattling sound.

□ Passenger makes newspapers rustle.

□ Passenger makes shopping bag rattle.

-The passenger drinks the drink with a sloshing noise.

-The passenger eats the food with a rattling noise.

(mobile phone)

□ Passenger speaks with mobile phone.

□ The cell phone rings.

□ The input sound of the mobile phone beeps.

3-2. Noise from onboard equipment

□ The air blowing sound of the air conditioner sounds loud.

3-3. Outside noise

□ Speech can be heard loud.

□ You can hear the advertising sound of the advertising car (right wing, etc.).

□ Alarms such as ambulances (peapo, woo) can be heard.

-You can hear the runaway tribes.

3-4. Driver noise

□ The driver catches a cold and coughs or sneezes.

4. Shooting obstacle

□ There is a bar in front of the seat.

-There is a plastic plate in front of the seat.

-The seat blinds are lowered, and the outside scenery cannot be seen.

## **Education-Small Box of Thought-**

### **Reform of Examination System in Japanese Education**

-Proposal for introduction of ability qualification test that anyone can take at any time-

(c) 2002.06 first appearance

(I think that the examination system for elementary schools to universities in Japan should be changed from the current situation of passing a specific school. The future examination will be based on purely measuring the student's academic ability, and But shouldn't it be changed to a test to be able to use that number as a public qualification for employment, etc. by taking it, etc.)

The examination system for elementary schools and universities in Japan should change from the current situation of passing specific schools. This is because the purpose of the examination has largely deviated from the purpose of the ability to measure the ability at each learning step, which is what should be, and has become the examination itself to pass a better high school. For this reason, entering a high school has become a self-purpose for

students, not the original purpose of education to improve their ability to live and adapt to their changing external environment.

In the future examination, the student's academic ability will be measured purely, and anyone will be able to take it as many times as he wants, regardless of age, so that it can be used as a public qualification for employment. Should be turned into a test for By the way, conventional exams for which the numerical values of the exams are likely to be used as public qualifications ( or are already used ) include the center exam at university entrance examination and the TOEIC exam in English .

The following describes the current situation and the author's reform plans in a table format for the examination system at elementary, junior high and high schools and university levels ( including broadly adults ) .

	Current status	My reform proposal
[1] Index indicating ability	<p>Ability is measured by the name ( brand ) of the school that the student passed . ( Problem ↓ )</p> <p>(1) If you do not know the name of the school where the student has enrolled, it will be troublesome because you will not be able to know the student's ability. In addition, since the school name is the key to measure the ability, born brand faith of-school, is to enroll in prestigious schools, very to become more than necessary , academic background is generated produce side effects such as.</p> <p>(2) The level of ability required for passing varies due to fluctuations in the popularity of schools.</p> <p>(3) The student's ability cannot be objectively grasped from outside the school where the student took the exam. If we dare say, we can use the deviation value to pass the school as an objective value, but it is not a publicly supported value. In addition, two steps are required to find out the student's ability, such as searching for the school name and then finding the deviation value for that school .</p>	<p>It measures students' abilities by creating a certificate of competence that can be used anywhere in Japan or around the world, rather than an index that lacks objectivity and stability such as school names.</p> <p>Competence is measured by a uniform level of achievement, or measured in the form of a score, by a nationwide or global testing institution independent of schools, such as the TOEIC test in English .</p> <p>Separate the school name from student abilities and make them independent.</p> <p>( Improvements ↓ )</p> <p>(1) Students can judge their abilities without being tied to their school name.</p> <p>(2) The indicators that measure the student's ability level are stable.</p> <p>(3) Anyone can estimate their abilities with the same open and fair indicators.</p>
[2] Number of tests	<p>There are only a few chances to take an exam throughout your life: elementary school → junior high school, junior high school → high school, high school → university. In addition, the number of each of the test, 1 per one of</p>	<p>The test allows anyone ( including professionals ) to take the level they like, any number of times, whenever they want.</p> <p>( Improvements □ )</p>

	<p>the school, 1 in year 1 only once are common.  ( Problems ↓ )  (1) Failure to pass the test is not allowed , and you must go to the one- time test with tragic determination .  (2) If a student fails the test many times, the student's reputation will drop.</p>	<p>(1) increasing the chance of the test, 1 even failed once, it is possible to get back immediately and then re-examination. It will be fun and relaxing to take the exam.  (2) The purpose is to judge how much the student has reached the desired level, and it is important not just how many times the student has received it, but how many points he has. The number of exams does not matter.</p>
[3] Test timing	<p>A full-fledged exam is only for admission to high school. Once enrolled, often they can go out in the Tokoroten style, even if their grades are poor at graduation. As a result, once a student enters the school they want, they lose the purpose of study and waste valuable time.  ( Problem ↓ )  (1) The timing of the examination is limited at the time of admission.  (2) Students do not study much during school because they do not care about their academic ability at graduation.</p>	<p>The test results can, of course, be used as admission materials, but can also be used as a proficiency test during school enrollment or graduation to check if they have the appropriate abilities. In addition, students who have already graduated from school will be able to use it to check their current social skills.  At the university graduation level, the contents of the conventional National Public Service I / II examination should be conducted independently for each subject.  ( Improvements ↓ )  (1) The timing of the test is optional whenever the student wants to take it.  (2) Students will be able to study during the term because they can be used in the form of final exams and graduation tests while in school.</p>
[4] Exam eligibility	<p>The test, students receive school ( for example, the University of ) one of a school than the ( high school ) has not been completed to enroll in ( or if not a complete forecast ) it is difficult to receive. Even if you are not in high school, you can qualify for a so-called "daiken" examination, but it is considered an irregular back course. Exams ( for example, high school ) cannot be</p>	<p>You can take the exam freely, whether you are out of school, out of school, or on your own. Regardless of your age, you can take your favorite level of exams in any field you are confident about, regardless of age ( young or old ) ( equivalent to skipping classes and removing age restrictions ) .</p>

	<p>taken until a certain age (15) .  ( Problem ↓ )  (1) It is difficult to take the exam unless you go to school properly.  (2) Even if students have the ability, they must wait for the exam until they reach a certain age.</p>	<p>The school's purpose is to help students learn effectively and systematically in order to achieve the desired level of scores on the exams. It just needs to exceed the efficiency of self-taught.  ( Improvements ↓ )  (1) Without being tied to school, you can freely appeal to your open society with your extended abilities.  (2) If you have the ability, you can take the exam regardless of your age.</p>
[5] Concept of passing	<p>It is necessary to score a certain number or more and pass.  ( Problem ↓ )  (1) The number of points scored in the test is not so much a problem, and the goal is short-circuited, saying, "You can get any number of points, just pass."  (2) The score of the passing line fluctuates for each school or exam, and is unclear.</p>	<p>There is no concept of "pass". How many points are scored is evaluated.  ( Improvements ↓ )  (1) The ultimate goal is to recognize the fact that you are at the current level of what you have scored, based on your score. It is suitable for learning achievement learning, in which you know your current ability level objectively.  (2) As in the case of TOEIC in English, exam scores can be stabilized every year at a universal value across schools by aligning the level of individual exam questions.</p>
[6] Test level setting	<p>At each stage of the entrance examination , each subject must take the same level of attainment of only three widely separated achievement levels: junior high school entrance, high school entrance, and university entrance .</p>	<p>For each subject, it is not necessary to equalize the attainment level. For example, high school students can extend their specialty subjects up to the university entrance level and take the examination, and if they are not good at the junior high school entrance level again. By increasing the number of achievement levels by providing a new intermediate level between levels that were previously widely separated, such as between junior high school and high school, reducing the disparity between levels, it</p>

		will be possible to reach the advanced level smoothly and continuously I do.
[7] Testing field	You will be forced to take one set of tests in areas that you are not interested in or that you do not need after coming to society.	You can select and take the exams in your favorite fields that will be useful to society. Government offices and companies are required to obtain the required scores at the time of employment. In response to this, efforts should be made to obtain more points than necessary for the required subjects in advance.
[8] Use as qualification	In principle, the results of the examination will only be valid for the school you wish to enter. Schools with high deviations may be treated as "designated schools" informally, such as when they find employment, but there is no official backing.	The score of the test you take will be passed on to society as a public qualification representing your current ability.

What is the role of public and private schools that have traditionally dominated Japanese public education in the above reform proposal ? What is the "preparatory school" for the public ability qualification test ? Public qualifications are granted to all capable people, whether or not they go to school, and traditional schools do not monopolize educational opportunities. In short, you don't have to go to school (in the past, students were naturally taken to go, and students who didn't go were uniformly disliked, regardless of their abilities ) . However, if you do it, you will be able to proceed with learning more efficiently because a professional teacher is attached and it will be advantageous. A good school is one in which the students attending the school can score high in the public proficiency test and demonstrate that they have a sufficiently high level of competence for human survival.

Traditionally, prep schools have always been shade to supplement public education. However, at the same time, prep schools are required to rank students according to their grades based on deviation values that Japanese schools do not recognize ostensibly, and to allocate students to upper secondary schools of the appropriate level for their abilities. It was an unbelievable existence. In short, it can be said that the students' ability was assessed from a global perspective on a nationwide level, and the results were published, and the students competed with each other.

Under the above reform proposals, schools, whether public or private, certified or uncertified, will all be converted into preparatory schools to ensure satisfactory scores on the official proficiency test (see `` Total preparatory schools "). " ) . The preparatory school, which had been treated as a shade until now, will suddenly jump out to the sun.

However, the conversion of schools into preparatory schools is essentially different from conventional preparatory schools. The essence of what is called deviation education that traditional prep schools have been conducting is the relative evaluation of grades. The deviation value is used to evaluate that oneself is superior or inferior to others. Competition

was a way to kick yourself off and put yourself in a relatively advantageous position. The proposed reform aims to use performance not as an absolute measure, but as an absolute measure of the degree to which a tested individual has the means to survive in harsh natural to social environments. The score on the official proficiency test is not a comparison with others, but a measure of your ability level at that time. In that regard, the goal of the new "preparatory school" is to absolutely evaluate the grades. However, at the time of employment, the employment of students will be determined in descending order of the scores required by government agencies and companies, and in that respect, the absolute evaluation score can be transferred to the relative evaluation. Absolute evaluation can also serve as relative evaluation, but not vice versa.

The official qualifications include morals. Although it is often thought that scoring is difficult in nature, moral qualification exams are basically about how well people know the value they want to live and survive on earth, It is thought that it measures whether it is actually attached to one's body. The correctness of morality is not correct because the teacher said, but correct because the student himself is useful to survive as a living entity on the earth, and such useful values for human survival are leveled at each achievement level. It would be desirable to encourage students to actively aim for higher levels.

What the government needs to do in the above reforms is to create an environment for taking test questions so that stable level of ability can be measured stably. In order to make the levels as uniform as possible each time, it is necessary to use a computer to randomly extract questions from a pool of questions that have been confirmed to be at the same level in advance and use a computer, etc. Becomes

In addition, it is necessary to manage the achievement level independently and individually for each student, instead of the conventional student management for each group called a class. Achieving this will lead to a healthy and dry school life that overcomes the wet style of confining students to the traditional classroom and uniformly managing them, recognizing the individuality and freedom of individuals. It seems to be connected.

At the same time, in order to tolerate this diversity of student achievement in abilities, measures must be taken to address the loneliness of the individuality that individualization brings to the students, that they are different from themselves and that they are alone. Becomes For this purpose, a friend who has a common level of interest and attainment level that cannot be obtained with the conventional ( especially elementary school to high school level ) narrow territorial level using a new international level information communication network ( for example, the Internet ) ( Communication with age, gender, occupation, etc. ) , solidarity, and psychological support will be essential.

(c) 2002.06 first appearance

## **Examination of study games and animation**

(c) 2000.9-2004.6 first appearance

(This is a conventional TV to games and animation, is what we propose to put the elements to help more Department study. User, TV while stuck on the contents of the game and animation, unwittingly, nature and the Department of We are considering what measures should be taken into the contents of games and animations so that we can master the contents.)

### **1. Study games**



I often see criticism that if you only play video games, your schoolwork will be neglected and your academic performance will drop. Before the test, it is often said that the game machine is voluntarily sealed.

"Tokimeki Memorial ( Konami, PlayStation other ) , "much together ( Toshiba EMI , PlayStation) , such as", in the simulation game in which the school stage, when the numerical value of the item of humanities and sciences increases, automatically results order So that it is easier to attract girls. In this case, the problem is that the figures in the humanities and sciences can easily be increased by simple operations such as command selection, without actually studying anything, regardless of the actual improvement in academic ability. This would make video games a play, after all, not a real study.

On the other hand, with conventional learning edutainment software, the goal of "Let's study XX" is exposed, and the problem is solved. This is not much different from a class at school, and only users who are interested in the study itself can be attracted.

The issue to be solved is how to help the main character user to advance the subject learning while maintaining the game quality. For example, it is necessary for junior high school to university students to solve the problem of what kind of game should be designed and created so that they can gain useful knowledge of the examination and enjoy it as a game. It is necessary to be able to say that "if you can complete the game XX, you have enough academic ability to enter the level XX university."

The author in the text presents ideas on how to find a new class of users who have been indifferent to games, who have been away from games to prioritize study, as new game users. The aim is.

#### ○ Love simulation or love adventure game

One of the solutions to the above issues is to use strong urges such as sexual impulses of users, admiration for the opposite sex, wanting to have a love date, dating, wanting to like the opposite sex, and wanting to see naughty things. Think of using it as a catalyst and a driving force for subject learning.

Take the form of a love game for elementary to high school students. In order to maintain a romantic relationship with the theme of easy mathematics ( arithmetic ) , national language, English, etc., subject learning is required.

If you clarify the grade of the school that is the stage of the game to one of the actual elementary school-junior high school-high school, the layer of the game will be limited to each grade, so the fictitious "XX school" To make it possible to target various grades of users. At the beginning of the game, perform an academic test so that you can start the main game from the place that matches your score. The point that you can start studying according to your level is the same as "Kunbun-style".

As the romance between the hero and the appearing opposite sex progresses, the hero's subject learning is progressing without knowing it.

In the following, in order to make it easier to compare with the conventional romance game, the discussion will be made on the assumption that the main character is male and the opposite sex is female ( girl ) .

Assume that the girl who comes out excels in some artistic trick. For example, A child's, such as ancient writing but is good, the other is useless. As for the subjects that girls excel

at, the protagonists have to follow up on topics that they are good at, as they occasionally bring up topics about them. For subjects where girls are useless, the hero must teach her the right knowledge and learning methods.

The outgoing girl is eager to study whether she is good at any subject, asks the hero continuously about the subject, and if she finds out that she has no knowledge or sense of the subject, But at that point, the hero shakes. If the hero must continue to acquire knowledge and sense of the subject in order to continue dating with the girl, will the game player who is the hero be educated ?

In the game, rivals competing for grades and girls appear and make a decisive battle. If you lose, the girl will be taken by a rival. To get a girl back from a rival, you have to outperform your rivals.

Make the subject mini-test take place at short intervals. If you do not get a good score in the subject test (the total score of the mini-test is not good ) , you will not be able to invite a girl who corresponds to the subject to a date ( even if you do so ) . Conversely, if you take good points in the subject, interested girls who correspond to the subject will come closer. Rather than one game at the end of the term test (of course, you should also prepare a large test that will be a total settlement of the learning content ) , so that you can continue to learn more.

If you continue to get good grades in the subject test and the girl's likability rises, the number of naughty scenes will increase ( such as falling down, panties exposed ) .

When the hero gets good grades and begins to look at the girl, say `` Let's do our best to get to the top 3 together '' `` Let's aim for the same admiring XX high school '' and enter a steady relationship through study be able to. That is, the hero and the girl can study together.

In the daily conversation as a couple between the hero and the girl, it is necessary to talk about the subject knowledge that should be shared between the hero and the girl in a calm manner. If the girl comes to talk about the subject and the protagonist fails to answer it properly, her appetite for the protagonist may be reduced and she may refuse to talk to the protagonist, or the girl may get angry and become a protagonist. We visit "rocket punch".

Girls have subjects they are not good at. If a girl is not good at teaching subjects and the hero helps her study, the favorable impression will increase. The girl who taught her study actually takes the subject test in the game. The content of the test is exactly what the hero taught. If the hero teaches the right content and the girl's performance in that subject rises, the girl will like the hero. If the protagonist teaches the girl something lazy ( wrong content ) , the girl's academic performance will worsen and the girl will hate the protagonist. To improve a girl's performance, the protagonist must study the subject in advance.

In the above case, it is possible that the hero and the girl teach each other's weak subjects. In this case, the subject that the hero is good at and the subject that the girl is not good at must be in good agreement and enter a complementary relationship.

As a method for the hero to teach subjects that he is not good at, it is possible that an older woman (such as a female college student ) appears in the game and has the hero become a tutor. In this case, the hero has a pseudo-romance with the tutor woman. To be able to learn not only the content of study but also the efficient study method and know-how. For adult games, if a student scores good on a test, a school teacher, maid, or tutor who may sexually "serve" may appear.

On the other hand, the main character may be a tutor and take care of the study of the girl as the examinee. In order for a student to pass the exam, the protagonist must acquire sufficient academic ability. In a love simulation game that incorporates this method, there is an "individual professor ( Mainichi Communications, PlayStation) " in which the protagonist guides a girl who has taken an entrance examination to a college by passing it on to an individual . However, this game has a problem that the problem is intentionally made easy in order to have a wide player layer of the game, and it is not very useful for actual study.

Failure group is kidnapping the girl appeared, but they a weapon to counter the ON password to to, to such terms that come out in the subject.

Do not directly target how many points you improve in your study or test. Do not expose the content of the subject itself. In the process of promoting a simulated love, the subject learning is advanced without knowing it. Tell them to study to catch that girl's heart in the game.

The higher the scholastic ability of the hero, the more opportunities for good ending ( such as fulfillment of love ) . However, as a condition of the ending, instead of considering only academic ability, the hero's global learning method, study philosophy such as what to study for, what kind of life plan is set up and studying, These points should be considered if possible. If you do not agree with the girl or you can not explain to convince the girl about these contents, you will end up with a bad end even if you have excellent academic ability (of course if you do not have the hero's academic ability is unconditionally bad end ) . The content of the game should help users understand why they need to study in the course of life.

In the above description, the game is for men. However, if the screen is redesigned by changing the screen from a girl to a boy and a hero to a woman, the game will be for a woman. Even if they are abducted by bad people, they can't help if they do poorly ( normal performance ) .

#### ○ Role playing game

It may be possible to consider using the urge to defeat enemies and improve their ability to improve their abilities in subject learning.

Traditionally, the urge of the hand, "Dragon Quest (ENIX , SuperFamicom , PlayStation other ) , " "Pokemon ( Nintendo, GameBoy other ) " has been used in games such as. However, in terms of academic achievement, these games are useless. The names of spells, commands, and techniques that come out are unique words such as "Hyadarco", and are almost always limited to the game world that cannot be used in the real world as it is. If the effort to memorize them is diverted to memorize English words, etc., there should be a great learning effect. For that purpose, a mechanism that converts the urge to improve the ability level into an increase in motivation to learn may be created.

For example, a scenario can be considered in which a team is formed and wanders around in order to challenge a person who is superior in the knowledge of the subject.

Each of the team members has a subject area that they are good at or not good at, and when the enemy attacks the team based on the learning content of the subject that has an enemy, the best person in the team responds to it . If the learning level of the team members is higher than the enemy, you can easily win. The academic ability of each team member shall be proportional to the academic ability of the game user.

If the spell, command, or technique used for the enemy is an English word to be learned, for example, and the meaning or usage is incorrect, the hero will be damaged. And can't damage enemies.

Find and fight enemies with stronger subject learning levels. If you win the battle ( can solve the problem of the enemy ) , you level up.

If the enemy raises a problem and the hero cannot answer it, the next attack on the enemy hero will be effective and the hero will be damaged.

For each enemy, the subject that he is good at is determined, and various enemies come out, so he has to acquire various kinds of subject knowledge corresponding to that.

When you defeat an enemy, you can enjoy the fun of increasing the number of friends by making the enemy part of their team, but in this kind of game, the probability that the enemy will try to be part of the team. However, the higher the scholastic ability of the hero, the higher it will be. By doing so, it is difficult for team members to increase without scholastic ability.

Among the enemies, the last boss raises a problem that will be the final subject in the subject. Clearing the last boss proves that you have acquired a certain level of academic ability. It may be used for qualification tests and so on.

If the hero's scholastic ability is high, the seal can be more easily opened, the moving speed can be increased, and various abilities are added in proportion to the hero's scholastic ability.

If you have a certain level of academic ability, you will not be able to obtain items that are key to the progress of the game. When a user obtains an item by breaking a barrier or the like, a password is required, and the password is a keyword for subject learning. Write a hint on a nearby slate to help you imagine what your password looks like. The password contents associated with the hint should be such that those who regularly read the textbook can easily understand them.

#### ○ Competition games

By winning the competition, we respond to the urge to taste a sense of accomplishment and a sense of superiority over others. This includes car racing games and baseball games released by various companies.

The study compares sports to sports competitions, where the hero fights against enemies and rivals over the degree of subject acquisition.

For example, instead of throwing a ball in baseball, "throw" the question to the opponent, and if the opponent answers correctly, consider hit to home run according to the difficulty of the question. If the other party answers incorrectly, it is marked out.

Alternatively, instead of a marathon race, the more the protagonist answers the question correctly, the faster he can move forward, and thus the sooner he can reach the goal. After the middle stage, gradually increase the frequency and difficulty of problems and try to deprive the hero of stamina in academic ability.

In martial arts, apply "subject problems" to the opponent instead of exercise. The hero decides which problem is the most difficult to solve and calls it on the other. The technique that the hero applies to the opponent is invalid unless the hero himself knows the correct answer to the problem.

As described above, the existing sports game rules may be used as they are, but it may be necessary to go one step further and come up with a new kind of "brain sports" from scratch.

#### ○ Board games

In this game, the player rolls the dice and moves on a previously prepared road while raising an event to aim for a goal.

Events happen randomly, so you don't know what happens to you, you can't predict. Respond to the urge to expect what will happen in the future ( maybe good things will happen ) .

For example, `` Sentimental Journey ( Banpresto, PlayStation) '' has a system that travels all over Japan with dice grids, and the hero encounters a girl she knows on the road, invites the girl, This is a game for executing the trip of the presented plan.

Below are the points to change this game for study.

-Roll the dice and move on the map. Each point on the map corresponds to a particular subject. At the point where he stopped, a question about a subject related to that point was raised, and a penalty awaits if the hero can not answer correctly. On the other hand, if you answer correctly, you will get various benefits.

□ Achievement mini-test is performed according to the situation, and the hero's academic ability fluctuates based on the score.

□ If a girl is in a certain subject and the hero has not achieved a certain level of achievement in that subject, it will not be allowed to accompany the student .

□ If the hero's subject grade is good, the degree of favor of the girl corresponding to the subject is likely to rise.

□ When hitting a square that solves a normal problem, determine the subject and the degree of difficulty at random according to the roll of the dice.

□ If you stop at the bonus quiz mass, allow the hero to choose a subject that he is good at and take on a quiz with the subject as the subject. If you answer the quiz correctly, make sure you get lots of coins and improve the favors of girls.

□ When stopping at a certain square, the more the hero has academic ability, the easier it is for a lucky event to occur.

□ The more students have scholastic ability, the more the number of frames to advance at one time.

-The more scholastic ability, the greater the ability to defend against attacks from other players.

#### ○ Other considerations

□ The time required to answer questions about subjects is limited to 3 to 5 minutes, and if no answer is given, it will automatically be considered as failed or lost.

□ Do not limit the character of study lovers to "serious". Is n't there a variety of things such as "aggressive" and "enterprising" ?

-To clear the game and raise the user's reputation in terms of academic ability as if "She ( he ) was able to clear that video game. To be connected. In addition, the reputation that "To pass the university of the level of XX, it is sufficient if this game can be cleared."

□ For questions raised during the game, give the correct answer immediately after answering. The explanation at that time is not merely a sentence, but makes the best use of the graphic ability of the computer. Specifically, 3D is used for the explanation of the procedure for solving the problem , and moving animation images are used. The role of commentary may be a character in the game, or you may use a special narrator to say, "Let's explain , solve this problem ... ".

□ Assuming that the user plays the game repeatedly, every time the game is cleared and started over again, the problem is the same as the basic solution, but the numerical values are different.

## 2. Study animation

### ○ Comparison with existing animation

Sports elites with physical strength and instantaneous power, magical girls who excel at magical powers that ordinary people can not have are easy to become the protagonist of animation, but the person who likes studying becomes the main character, the purpose of studying itself Is there no animation ?

Ami Mizuno of "Sailor Moon" can study, but also has magic. Without magic, just being able to study would not have been possible in anime.

Haruna Kisaragi of "Collector Yui" is also an honor student, but the main purpose of the anime is to play a role as a collector Haruna, who is not the main studyer and eliminates computer bugs.

Those who can study have a strong image of myopia with spiral glasses, and are they like Maruo Sueo, which appears in "Chibi Maruko-chan" ? It is drawn as a very unfavorable person who is overly self-conscious and elite. However, in "Chibi Maruko-chan", Mr. Nagayama also appears as a personality who can study.

It seems that there are quite a few types of anime, such as "Princess Nine ( baseball ) ", " YaWaRa! " ( Judo ), and "Grand Athletic Meet ( Triathlon ) ", which are used in sports to practice hard and win in competitions . However, I have not yet seen any type of anime in which the hero works hard to study, test, and try to get good results.

"Love Hina" is a story about the hero aiming to take an examination for a college with a girl, so it seems at first glance that it is mainly studying, but in reality it is a romantic comedy and the study itself is not weighted.

`` Seven Nana '' is a story where a heroine junior high school student who has been divided into seven devote himself to studying in hope of going to high school with a longing boy, but this is also mainly about the emotions of the examinees It is not mentioned much about the learning content itself.

Are many animators who were not good at studying at school? In spite of that, there are quite a lot of animations with strangely difficult settings (such as " Iain " ) , and I think that the intelligence index of the creator is quite high.

I wonder if there may be animations targeting students. Can students take something that they want to see every week to improve their academic ability?

### ○ Some possible types

For example, if the concept of a study / learning-type romance simulation game is ported to an animation, for example, if it is for men, a beautiful girl hot blood study animation can be completed.

Usually, anime is often treated as a hindrance to study, but while incorporating information useful for studying subjects and acquiring a scientific sense, for example, incorporating the hot blood and guts used in conventional sports things, etc. Is n't there a considerable educational effect if you make them think whether it is necessary to study? If the content is useful for the future design of the viewer, it is not just `` pointing measures animation '', more It could be a large scale anime that affects the life of the viewer. In particular, if the user is encouraged to think about that from the character "moe" that he likes.

Conventionally, it is said that the original story of XX is not understood unless it is a Gundam nerd, but by using the original story in this case as the contents of textbooks and reference books, only those who know the contents of the subject However, it might be good to make the content laughable.

The reason why there are many animations featuring sports players is probably because sports involve flashy movements, so it is worth drawing an athletic figure. On the other hand, studying has a fixed idea of sitting at the desk and keeping it still, so it is common sense that there is almost no movement and it is not interesting to draw for animation, so it is adopted for animation It may not be.

However, it should be remembered that studying is certainly active, in terms of brain-based thinking activities, although it certainly does not move the body. For example, while studying geography, you will feel like traveling around the world, and while studying history, you will feel like riding a time machine. In other words, I wonder if the thoughts and emotions that occur in my mind during this study and the scenes that come to my mind should be the targets of animation image expression.

Or, to solve various problems such as mathematics and science, the hero performs various computer simulations on the screen, rides robots and mechanical creatures, and makes various investigations and experiments using them. Wouldn't a good study animation be completed if it could be expressed in animation ?

Or perhaps the scenario is that the protagonist enters a virtual world of thought and builds up various adventures and battles aimed at improving academic skills.

### ○ Acquisition of viewer sympathy by describing test psychology

What makes it easier for viewers to gain sympathy in the study anime is a story that faithfully reproduces the hero's emotions during the test and after the test.

Speaking more closely to the viewer, the hero's mental movements from the time when the hero was actually given an exam at a school or prep school and started solving the problem until the end of the answering time were finished. Along with that, it will be a type of narrative expression that shows the actual situation of writing on the actual answer sheet and the change of facial expressions and emotions. The animation expresses the tension during the test ( excitement or concern about whether the problem can be solved ) , the feeling of achievement and liberation when the problem is solved, and the sense of frustration when the answer fails.

When the protagonist actually looked at the questionnaire and felt, "Oh, I can solve this. Yeah, I'm lucky." How good do it if ? changes to the embarrassment that ", to put away, the answer time after 5 minutes Toka 1 is Toka minutes," Wow, not in time anymore. troubled, troubled. What should I do. God, help me over It is thought that by doing psychological depictions such as ". ", Viewers can sympathize with "Oh, I have fallen into such a psychological state."

Also, facing the questionnaire and performing various trial and error answers, "Ah, can I solve this ? " "No, it was no good. This is not good." "So how is this ? " "I did it The audience can relive the experience of solving the problem together with the viewer by performing a process such as "Well done well."

Immediately after the completion of the test, the movements of the mind after the answer sheets have been collected, for example, if you want to ask a friend asexually , "Hey, that question, what was the answer ? " Is it okay ? If you trace the psychology that makes you anxious, it will be easier to call empathy.

At that time, do not clarify what the correct answer is during the answer of the main character's question or in the scene after the examination for a while, and let the viewer predict ( for example, do not know what the correct answer is until the end of the first part, the second part Will be revealed to viewers only after that ) . Even if they seem to have answered well, they don't know if they really fit (in fact, they may have made a mistake ) .

By doing so, viewers can enjoy exciting puzzle solving similar to the anime of detective objects and detective objects.

By letting you know for the first time when the hero's answer ( or audience's expectation ) was correct when the test answer was returned to the hero, `` How many points on the test ? If bad ( if better than expected ) ) what can I do ? I thrilled at the time of the answer return that ", the thrill, can be the hero and the audience to share.

The score returned and he said, "Oh, it was XX. It was a bad thing, Shoborn." Or when I was answering "Oh, it was done. I'm glad." "What a boring problem. "It's a careless mistake. It's a waste." "If I couldn't solve this problem, I was called a disqualified high school student. Tohoho." By expressing, the viewer can share the realism of the test with the hero.

The protagonist who was ecstatic because he thought that the test was completed was pushed down to the bottom of disappointment at once by returning the answer, or conversely, the protagonist who was afraid to return the answer that the test could not be returned had a score higher than expected It is good and jumps involuntarily, and every time you can draw various psychological descriptions.

By answering together with the protagonist, the viewers themselves said, "I'm better than the protagonist!" Or "I didn't understand this problem like the protagonist. Compared with the hero, you will not get tired of feeling various reactions such as sympathy and superiority.

For each test scene where a different question is asked every time, the viewer will react differently from before, and in that regard, it is thought that the viewer can watch the study animation program with fresh feeling every time Can be

Or, while taking classes, you can be asked a mini question and give a scene each time you have to answer in the order of seats, so that you can feel thrilled when your turn is approaching, By tracing together with the hero, such as anxiety about being able to answer when hit, disappointment when being angry at not being able to answer, conversely feeling



good at answering correctly, You can relive the actual experience of daily classes on the anime again and sympathize with it.

Or, if you want a slightly more novel expression , the viewer can express the thinking process of the hero who is undergoing the academic test in 3D moment by moment, as if he got into the hero's head. It may be that the hero relives trial and error while solving the problem.

Depending on the setting, the hero may be of a type that can study well, or on the other hand, may be somewhat sloppy ( or a student, a ronin, a championship entry, etc. ) . Audiences who can study well, aiming to go to a higher school, will sympathize with the hero of the honors student type and try to compete for the score without knowing it. On the other hand, viewers who can't study much and can't keep up with the class can sympathize with the hero who takes the supplementary course, and use the hero as a pacemaker for their own study, so that they can learn without compromising Will try to deepen.

Leading the viewer in the direction of study in this way leads to improving the performance of the viewer, and the reputation that the study animation not only enjoys watching but also leads to the benefit of increasing the actual academic ability , I guess you can get a reasonable rating.

In addition, in order for adults and children to enjoy the hero's test scenery and enjoy it, it may be better to have an elementary school level that is easy for anyone to understand the contents of the test and questions. However, it is also possible to focus on high school and university students and make the anime a late-night animated program with a special appeal that will allow the protagonist to solve advanced test questions. Alternatively, it may be acceptable to prepare for a qualification test ( bookkeeping, information processing, etc. ) for general members of society . Then, not only children but also a wider audience can be obtained.

In addition, if sponsors of these types of programs are sponsored by educational institutions such as preparatory schools and universities, it would be good to cooperate in providing test questions during the programs.

Furthermore, if the questions presented on the program are replaced by the actual entrance-qualification exam questions, viewers will watch the program more seriously, thinking that they will be directly useful for the exams they will take.

#### ○ Animation scenarios

As a scenario for studying anime,

For example, it is easy to imagine trying hard and repeatedly trying to pass an entrance examination for a senior high school, a employment examination for a government office or a company, or a public qualification examination. There are happy endings that pass the exams that were originally set as goals, and there are ways to end up finding new goals yourself and progressing to them as you study the exams.

In this case, it is conceivable that it would be nice to work on the exams with nervous pounding and finally go to the same school, whether it is possible to go to the same school as the partner you are in love with.

These, the pattern of preparation and production experience to the big test to be separated eyes of life apart from, in every day of school, repetition and emotion associated with it a

small test and test ( frustrated fails to day-to-day small test Toka ) will be stacked, even some of that.

A scenario could be that a rival in romance or a better performer in the exam will determine whether the rivals will compete and repeat the test multiple times to determine the final win or loss.

At each test, put out the standings so that you can feel the sense of accomplishment and opposition, such as "Okay, this is within the 10th consecutive grade ," "Oh, I lost to him."

By setting an academic rival that can't be beaten by this opponent, it is possible that the animation scenario will be more tense and interesting.

It is conceivable that a student who has fallen behind may get a full score in a small exam and then wake up to study. It is possible that the protagonist will pass on the learning tips to avoid stumbling in the study, with the success and failure of solving the test questions in each animation, and thus to the viewers.

Apart from these, it is also conceivable that a championship tournament will be held for each school team, which determines the best school. Students are teamed up and compete in groups to compete with students from other schools for the ability to solve the questions they ask faster and more accurately. The unit of the competition may be not the group unit but the individual students competing on behalf of the school. Alternatively, it may be a purely individual championship that decides who, first, second,...

As this type of example, 2 become one of the elementary school team rival each other, the problem correct answer of science ( mission clear ) compete for "science adventure animation that saw a do it!" And the like.

Or, link the prize hunting with the academic test, and issue the condition that `` Anyone who solved all 10 questions ( actual entrance exam questions etc. ) will be given a prize of ○ ○ □ 10,000 yen '' It may be that heroines are included in the competition, where applicants who want a prize are asked to win, and the applicants compete with each other to solve the problems presented.

Or, the aliens and humans who have attacked the Earth may bet on survival and fight for a problem within a time limit. In a war against another country, it is possible that the winning or losing of the war will be determined by whether or not the selected team of four or five players ( aligned at a certain age ) can solve the problems that each other presents.

Alternatively, in the adventure animation, the hero solves traps by solving problems in the land where he goes, or unresolved sealing problems that he finds, saves people in the land, and obtains treasures Or try to improve your level.

Alternatively, in adult anime, the condition that the other woman (such as a female college student tutor ) can do naughty things is set as to whether or not she can correctly answer the problem that the woman gives, and the more the hero can solve it, the more naughty it is It is also conceivable that the level of service ( exposure, number of sex, etc. ) will increase.

The test scene can also be described as a struggle between the teacher who is trying to make a formidable problem to panic the student and the student who is trying to provide a better answer by countering and uniting with it. is there.

Also, instead of focusing on one student at a time, students with different personalities in the class will be able to solve the problems in order, and the audience will react as if they were teachers. It is also possible to write a scenario that enjoys.

(c) 2000-2004 first appearance

## **Why can't Japanese speak English ?**

-Necessity of "Japanese and English" Words-

(c) 2001 first appearance

(This is because the fundamental reason that Japanese cannot speak English is that they have not conducted training to match the meaning of word idioms in the direction of Japanese → English. (It is recommended that a Japanese-English vocabulary that is easy to learn as well as a Japanese-English vocabulary that has been trained and has an excellent learning effect is necessary.)

It has long been said that Japanese can read English but cannot speak English. Although it is possible to receive English information but not to transmit it, it is said that epoch-making research results in Japan, for example, are not readily transmitted to English-speaking people.

Therefore, a new measure is to conduct listening ( listening ) in addition to training to read English in English . "If you can hear it with your ears, you will be able to speak." For example , there is no clear test of English composition in the international English proficiency test TOEIC .

However, even if you repeat listening training, you can still hear, but many people can not speak because English words of the content they want to speak do not come to mind immediately.

Computerization of TOEFL , which is an English language proficiency test required to study at universities in the United States and Canada, has made writing ( English composition ) essential, but it is said that many Japanese are forced to struggle with it. .

Why does the above-mentioned problem occur? I think that the cause is that there has been no training in the traditional Japanese to associate English from their native language, Japanese.

Readers are encouraged to go to a large bookstore near you and see the junior high and high school reference book counters. You will notice that almost all English word collections found in bookstores are English-Japanese word collections for converting English into Japanese. This tendency is the same at the TOEIC and TOEFL reference book counters.

In short, in Japan at present, only learning from English to Japanese is performed. There is little effective learning from Japanese to English.

If you are translating from Japanese to English, some readers may be writing English at school. There are certainly some reference books for writing English ( although the number is overwhelmingly small compared to reading English ) . However, if you look at the contents, they are careful about what to do with the syntax of the English sentence to be created and how to write the wording in Japanese specific sentences according to the correct English grammar, and Japanese words → At present, there is no interest in improving the vocabulary of Japanese and English, which can associate English words.

When trying to talk in English, if you don't think of the corresponding word in English, a Japanese word comes out first and thinks, " What do you say this in English ? " This is because Japanese has a rich vocabulary and can speak with little thought.

Here, by studying Japanese → English correspondence enough, before the Japanese word comes to the front of consciousness, the replacement with the corresponding English word is automatically performed in my head, I think English will come out naturally.

Isn't it possible for the first time to learn English fluently with abundant vocabulary by studying Japanese → English direction firmly ?

It probably has nothing to do with the fact that Japanese people cannot speak English because they are a single ethnic group with little foreigners. Simply because I haven't studied the Japanese-English vocabulary, it's just because I don't come up with English that corresponds to my usual Japanese words and idioms.

In addition, if one by one talk with native English instructor at the English school, but English is there are many people who plausibly argue when he does not have to speak, it is either not to lie ? Perform the association of Japanese → English if the number of vocabulary is equal to or greater than a predetermined, English words and phrases of meaning that I want to say of myself is to become of the Mai is there come out with from nature and mouth ? have no idea and author.

By the way, the Japanese-English vocabulary that I was able to confirm at a large bookstore was

1) Yoshio Akao, edited by Watanabe Yoyo, `` Japanese-English Basic Word Idioms '', Obunsha's first edition 1957 (fourth revised edition 1992)

2) Goo Oishi `` New Anchor English Composition Dictionary '' Gakken First Edition 1993

There are only two of them. Moreover, 2) is not exactly a word collection ( dictionary ) .

Furthermore, even for such a few Japanese-English word collections, there is no ingenuity to arrange the Japanese words according to the field, importance, and frequency of use.

Is n't it easy to create an effective Japanese-English vocabulary by performing the following tasks ?

The existing English-Japanese vocabulary is in high demand for reading English sentences, and a large number of various types are on the market. Competition is fierce, and the content is sophisticated. The English-Japanese vocabulary, which has been trained in the competition and has an excellent learning effect, is immediately effective by reversing the relationship between "English-Japanese" and "Japanese-English" and making it a Japanese-English vocabulary such do not become to allow the word associations from Japanese to English ? Specifically,

1) First, the example sentences given as the problem to be solved by the learner are displayed in Japanese. Write Japanese words to be idioms in different colors.

2) The words that the learner should learn are arranged in pairs from Japanese to English. In other words, write Japanese words to be idioms to be learned first on the left, and write multiple English words for translation on the right. For example sentences, write Japanese sentences first, and then write English sentences as translations.

3) Display the English translation that is the translation of the first question sentence ( Japanese ) that is the final answer .

For example, English problem statement, English words and Japanese translation, Japanese translation is a lot of users as excellent have listed are organized in the trinity "English-Japanese" word phrase collection, Suzuki, Yoichi " DUO " Aishipi ( No. 3 edition 2000) in, If we reverse the relationship between English and Japanese, and convert the example sentences into a "Japanese-English" vocabulary in the same way, it will be an extremely effective "Japanese-English" word learning reference book.

The vocabulary required in English and the vocabulary required in Japanese are basically the same, so the vocabulary that appears in the "English-Japanese" vocabulary can be used as it is in the "Japanese-English" vocabulary I think it is good.

(c) 2001.6 first appearance

## Psychology-Small Box of Thought-

### About bright and dark personality

#### Explanation: About bright and dark personality

2001.11-2005.09 first appearance

#### 1. Introduction

I often see people who give a psychological consultation, " I want to be brighter .. " Alternatively, Japanese society was in a gorgeous bubble period 1990 circa, "human NeAkira ( Neaka ) is not bad but" one in which opinion that was heard well. Thus, it seems that lightening of personality is generally regarded as desirable for people.

However, what character is considered to be bright or dark is not analyzed and organized in conventional psychology, and a deeper understanding is needed.

#### 2.What is a bright personality

The following table collects, groups, and summarizes the adjectives that give a bright impression about the factors that cause personality to be bright.

table	bright personality		
no.	item name	Description	adjective
1.	Good and positive		
1-1	Positiveness	The brightness of the light is positively viewed as useful for survival, as it brings relief from the dreadfulness of the	desirable. Good. I have hope. Affirm life be depressed. Positive.

		darkness, incomprehensibility, and the fear of invisible enemies from attacking.	
1-2	Effectiveness and convenience	When there is light, things that are dark and invisible can be seen, which is convenient and useful in life.	Convenient in life. Useful for people.
1-3	Positive emotion	Brightness creates positive emotions such as happiness, joy and pleasure in the hearts of people because of its desirability and preference.	happy. Optimistic. pleasant. Full of joy.
1-4	Legality, morality	In the light, it's difficult to do wrong and everyone tries to do the right thing.	Legal. correct.
2.	No shade		
2-1	Non-concealment	When it's bright, it shines on the object and looks good. There is no place to hide ( hide, not see ) .	Do not bargain. There is no front and back. No malice. Fair. honest. Open. You are familiar with things.
2-2	Non-shading / non-suspiciousness	In bright places, there are no invisible (hard to see) parts that are shaded, so you can accept things as they are without any doubt or check.	No commitment. There is no place to be caught. It's easy. It won't twist. honest.
2-3	Going out	By coming out of a dark room and actively going into the bright outside world (where others are ) or being exposed to the outside air, people can gain light in their hearts.	Good friendship. Don't withdraw. Don't worry. Open. Sociable.

3.	Clearness		
3-1	Clarity / clarity / rationality	Things are clearly visible when bright. Can be seen linearly from a distance. The likelihood of seeing things increases.	It was clear. You can see clearly. Clear. d
3-2	Understandability	When it's bright, it helps you understand things that weren't clear or visible. Improve your understanding of things.	wise. Understanding. Smart. Has insight analysis.
3-3	Permeability	When the light shines straight through and can pass through without being interrupted, that part feels bright.	Transparent. It's pure
4.	Heat		
4-1	Photothermal	The heat of the bright light ( sun ) makes people's hearts hot and cheerful.	Hilarious. High tension. Bouncy.
4-2	Activity	The heat of the bright light (sun) gives people kinetic energy, warms their hearts and activates their actions.	Cheerful. Postcard fluent. Lively. Active.
5.	Dryness		
5-1	Sunny	On a sunny, bright day, you are free from the humid wetness (humidity) you feel when it's raining.	Radiant. It was crisp.
6.	Brilliancy		
6-1	Glitter	When viewed from a dark	Brilliant. Brilliant.

		place, the bright part illuminated by light appears to shine.	
7.	Health		
7-1	Health and comfort	If your body is in good shape and there are no upsets / morbid parts, you will behave energetic and active and give a bright impression to the surroundings.	healthy. Lively. It's good.
8.	Straightness		
8-1	Straightness	Light travels straight.	Straight of heart. honest.
9.	Speed		
9-1	High speed	Light travels very fast.	fast.

### 3. The root of personality brightness

"Brightness" is originally felt when physical light stimulates receptor cells ( cones and rods ) in human vision and sends information about brightness to the nervous system. In that regard, physical "light" ( sunlight, fluorescent light, etc. ) is the source of "brightness".

"Brightness" has the effect of enabling human vision and dramatically improving the ability of humans to adapt to the environment, and in that respect, has fundamentally a positive value for humans. I can say. It is thought that this is the root of the reason why the "brightness" of personality is regarded as positive.

As a result of obtaining the "brightness" of light, humans can now enjoy various benefits in life, but conversely, humans have the same content as such "brightness". It is thought that when a person has a personality, the person's personality is felt "bright." The fact that the person has something in the mind that is equivalent to the "light", "sun", "light" that illuminates the surroundings, or that it has the same properties as light, Connect.

A bright personality is represented by white or pale yellow as a color.

It is thought that personality can be made bright by working to have a character corresponding to the adjective related to "brightness" in the above table.



#### 4. Dark personalization results

On the other hand, the "dark" and "dark" personalities are the reverse of the contents of the "bright" personalities, and are specifically summarized in the following table.

table	Dark personality		
no.	item name	Description	adjective
1.	Badness / negativeness		
1-1	Negativity	Darkness is perceived negatively as an obstacle to survival, with invisible enemies attacking and invisible pitfalls.	Negative for life. Looking backwards.
1-2	Inconvenient	It is inconvenient to see nothing when it is dark.	Will not try to help others. inconvenient.
1-3	Negative emotion	Darkness produces negative emotions ( sadness, anger, unhappiness, pain, aggression ) in people's hearts because of its minus .	Unhappy Easy to be sad. Easy to get angry. Painful. Easy to get angry.
1-4	Illegality / antimorality	When it's dark, people can do bad things while feeling guilty, because even if they do wrong, they won't be exposed.	bad. I want to be back.
2.	The presence of shading		
2-1	Concealment	When it's dark, things don't look good.	There is both sides. Closed.
2-2	Suspicion	When it's dark, things become shadowy and difficult to see, so you need to suspect and check the status of others and things for bad things.	Suspicious.

2-3	Non-going	She keeps herself closed in a dark room and doesn't go out and try to meet other people.	Withdrawal.
3.	Lack of clarity		
3-1	Ambiguity	I can't see the dark thing clearly.	Lack of clarity. unclear.
3-2	Incomprehension	When it's dark, things don't look good and you don't understand, and your comprehension is poor.	Not wise. Lack of understanding and analysis.
3-3	Impermeable	When light is blocked by an opaque material that is impervious to light, that part feels dark.	Opaque. It is cloudy.
4.	Lack of passion		
4-1	Non-photothermal	The lack of bright light ( sun ) draws passion from the hearts of people and makes them gloomy.	Dismal
4-2	Inactivity	The lack of bright light ( sun ) deprives people of kinetic energy and renders their behavior inactive.	Inactive. I'm not fine.
5.	Wetness		
5-1	Rainy weather	On a dark day with bad weather, it is dominated by the wetness ( humidity ) of rainy weather .	I was sullen.
6.	Lack of brilliance		
6-1	Non-brilliant	The dark shades lack luster.	Sober.

7.	sick		
7-1	Unhealthy / illness	If there is an unhealthy part or a morbid part in the body, you will not be able to act vigorously and give a dark impression.	Unhealthy Pathological. Upset.
8.	Bending / distortion		
8-1	Distortion	The bent or distorted direction loses the straightness of light.	Of the bend. Distorted heart. Twisted.
9.	Slowness		
9-1	Slowness	The slow traveling speed has lost the high speed of light.	Lazy.

In short, a dark personality indicates that one's mind is dominated by "darkness" or has lost light.

Dark personality is represented by black and dark gray in color.

## 5. About bright society

Regarding the brightness and darkness of society, it is thought that the lightness and darkness are determined by factors common to the determination of the lightness and darkness of the personality.

For example, Japan's Ministry of Justice's annual "Brightening the Society" campaign helps prevent crime and delinquency and rehabilitates those who have committed crimes. It is said to be a movement to build a bright society. In this case, crime is a symbol of darkness, such as evil or negative, which is to be rehabilitated to give "dark" criminals the positive properties of "justice" and "helping others" as "light". It can be said that this is what leads to "brightening".

On the other hand, people called `` neats '' who do not go out to society, live withdrawal, do no useful work in the society, and hang out forever without doing anything, also go out and bright light outside They are socially "dark" in that they do not try to do anything or do activities that are beneficial to society. It can be said that the fact that there are many young people who have a negative value in another sense in this sense, who are to bear the future, is darkening the current Japanese society. Activities that provide these people with a place to do socially effective activities, stop the confinement, and actively let them go out into society are not, in a different sense, a "lightening society." Or ?

In essence, the pathological part of society that threatens people's stable and healthy life or loses their effective function = eliminates "darkness" and allows people to adapt to the changing environment. A society that actively shares and works effectively in order to carry out activities is a "bright society".

In that respect, in terms of personality and society, it can be said that "more comfortable to live and work well" = "plus" = "bright", "difficult to live and not work" = "minus" = "dark" It is. In that regard, it can be said that the concept of "brightness" and " ( social ) function" are deeply related.

A "bright society" is a society that gives everyone the hope, the "light," to live positively in the future. This hope and light can be viewed as a `` positive " outlook for the future, that is, a prediction that life will be better or more likely to survive, as if it were transparent, clear and wide open underneath, like a view from a clear mountaintop. Occurs.

In the human nervous system, the connection between purely visual "brightness" like a mountain view in fine weather and more thoughtful and valuable "brightness" like a society's future outlook is The current situation is that it is not clear yet how this is being done. We hope to clarify the relationship between them in the future.

## 6. Confirmation by questionnaire survey

We checked on the web whether the above explanation was correct, and whether the character described as "bright" in the above description actually felt "brighter" than the opposite .

More specifically, it referred to as a questionnaire about the personality "bright", "dark", the author of the web Once the user who gather to experience the psychological tests on the site, "me to answer the following research, psychological testing A checkpoint was set up, and at that checkpoint, read the pair of sentences on the left and right with the following characteristics and select the person who thinks "brighter."

As a result, it was found that 11 out of 14 items that were described as "brighter" in the above description actually felt statistically significantly "brighter" by a majority of the items, and the explanation was almost correct. I understood.

On the other hand, the item there is no significant difference 1 was item (3. "there-there is no two sides" ) . This is probably because the expression "no front and back" was difficult to understand for the young respondents who were the main respondents.

There were two items that were statistically significantly "brighter" but did not reach 50 % (12. "brilliant" and 14. "fast" ) . It may not be possible to assert too strongly that they are "bright."

Response time

2005 year 09 mid-May

203 answers

Man 32.512 %

Woman 67.488 %

10 generations 44.335 Pasento

20 generations 35.468 Pasento

30 generations 14.778 Pasento

40 generations 3.941 Pasento

50 generations 1.478 Pasento

60 generations 0.000 Pasento

70 generations 0.000 Pasento

Answer ratio

	[1. Good-bad)						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
1	Trying to help others	70.443	18.719	10.837	Don't try to help others	9.420	0.01
Two	Positive in life	60.099	18.227	21.675	Am backwards in life	6.054	0.01
	[2. No Shade- Existence of Shade]						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
Three	No front and back	42.365	18.719	38.916	There is both sides	0.545	---
Four	Be honest	53.202	19.212	27.586	Twisted	4.061	0.01
Five	Sociable	60.591	25.616	13.793	Withdrawal	7.731	0.01
	[3. Clarity-lack of clarity]						

number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
6	Take a definite attitude	55.172	23.153	21.675	Unclear attitude	5.444	0.01
7	Can understand things well	50.739	28.079	21.182	I can't understand things well	4.966	0.01
8	I like the transparent feeling	83.744	11.330	4.926	I like the cloudy feeling	11.926	0.01
	[4. Heat-lack of passion]						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
9	Cheerful	70.936	19.704	9.360	Dismal	9.791	0.01
Ten	I'm fine	68.966	16.749	14.286	I'm not fine	8.538	0.01
	[5. Dryness- wetness)						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
11	Attitude to take is radiant	67.980	24.138	7.882	The attitude to take is sullen	9.831	0.01
	[6. Brightness- lack of brightness]						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant

12	Brilliant	46.798	28.079	25.123	Plain	3.641	0.01
	[7. Straightness-distortion)						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
13	Straight of heart	63.547	16.256	20.197	Distorted heart	6.749	0.01
	[8. High speed-low speed)						
number	Item contents (hypothesis conformity)	- bright -	In either no	- bright -	Item content (hypothesis nonconformity)	- Z score -	Significant
14	fast	42.857	34.483	22.660	Lazy	3.555	0.01

[ Key references ]

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(c) 2001-2005 first appearance

### **On the relationship between dry / wet and warm / cold / darkness**

(c) 2002.2-10 first appearance

[ Summary ]

This article describes the relationship between dry / wet sensations, warmth / coldness, lightness / darkness.

The sensations of wet and dry, warm and cool, and light and dark are each perceived by different modes of sensation.

Dimension of wet and dry	dry	Wet
--------------------------	-----	-----

Heating and cooling dimensions	cold	warm
Dimension of light and dark	bright	dark

It is considered that such a correlation holds.

### 1. Dry / wet and thermal sensation

Humans perceive an entity with a temperature close to their body temperature to be "warm", and when it falls significantly below body temperature, to "cold".

An opponent with a body temperature that feels "warmth" is close to him / herself = If the opponents are close to each other, he / she feels the other person's body temperature close and feels "warm". If there is no gap between the opponent and air tight, the air heated by the body temperature between them will not escape. On the other hand, if they are away from each other, they feel "cold" because there is a gap between them and there is room for cold wind to enter the gap between them.

This applies not only to physical distance, but also to psychological distance. When the distance to the opponent is short and the psychological unity, fusion and closeness are strong, the opponent feels "warm". Then, by being settled and settled there, it is possible to maintain a state of being close to each other psychologically and feeling "warm" to each other. Here, if each person moves in a unique direction without standing still, the sense of unity between the members is lost and the person feels "cold".

For the psychological warmth / coldness brought about by interpersonal relationships, please refer to the link to the page of "Welcome" interface design.

In this case, keywords such as psychological integration, fusion and close contact with the opponent, and maintaining the current state of the state are, from the dimension of dry-wetness, to approach each other psychologically, and to stay close together All points related to fixing are related to "wet".

In other words, trying to unite psychologically indicates that there is a force, such as gravitational force, working on it that is approaching and attracting each other, and this force is "wet" to humans. Can be grasped by analogy with the intermolecular force acting between the actual liquid molecules that gives a natural feeling.

Also, trying to stay in a psychologically cohesive state and maintain a warm relationship with each other without trying to move from it indicates that the kinetic energy required to move around is small. Gas molecules that give a dry sensation to humans continually move around in large ways, leaving a large gap between each other, whereas liquid molecules that give a wet sensation do not move much when they stick to each other . This indicates that the kinetic energy of the liquid molecule is small, and the fixation for maintaining the "warm" state can be captured by analogy with the wet liquid molecule motion.

The "warmth" brought about by "closeness = wetness" is related to genetic "closeness". For example, a parent-child relationship is a human relationship with strong warmth, which is linked by a high degree of commonality of genes between each other, that is, by genetic "closeness".



It can be said that the high degree of commonality with the partner brings psychological closeness = warmth, and furthermore, attracts and approaches each other with attractiveness to each other, and by maintaining that state as it is, psychological attraction = wetness .

The above-mentioned correlation between "warmness = wetness" and "coldness = dryness" is supported by the results of a questionnaire survey conducted by the author in 1999 on the nature and attitude of dry and wet. The following table summarizes the findings ( about respondents 200 people ) . It can be seen that the proportion of respondents who described "cold" as dry was significantly higher than the proportion of respondents who described "warm" as dry. It can also be seen that those who prefer cold blue are significantly more likely to be described as "dry" than those who prefer warm red.

Item symbol	Item content (hypothesis = dry)	dry	Both do not even	dry	Hypothesis contents (hypothesis = wet)	Z score	Significance level
E25	Cold per person	52.245	17.959	29.796	Warm people	3.879	0.01
F19	Prefer blue color	69.820	12.162	18.018	Prefer red color	8.235	0.01

## 2.Dry wet and light and shade

Light and darkness are greatly related to the presence or absence of the sun's sunlight in human life on earth. Generally, the fine weather where the sun's sunlight pours is "bright", and the cloudy to rainy weather where the sun's sun does not reach feels "dark".

Some time after the rain stops and then stops, the rainwater evaporates due to the heat of the sun and disappears from the ground. In this case, it is widely known from experience that moist puddles are more likely to remain in shaded places and lighter suns are dry.

From such an explanation , it can be said that as a sense of human life, the correlation of "dark = shade = puddle ( less evaporation of water ) = wet" and "bright = sun = evaporation of water = dry" is established.

In Japanese, for example, the word "insidiousness" is frequently used to represent a human character. This word indicates that “shade = darkness” and “wet = wetness” are strongly related to each other and are correlated.

From the above description, “brightness = dryness” and “darkness = wetness” can be summarized.

In this connection, regarding the brightness and darkness of the human character, refer to the link to the page on the “bright” character. Basically, it can be said that "bright personality = dry personality".

In other words, the bright personality is

1) Interpersonal relationships are open and dry because they actively go outside without being withdrawn.

- 2) The attitude is more energetic, cheerful and active, it is a well-moving point, dry
- 3) The way of catching things is rational and dry in that they try to catch things more clearly and clearly.

It is considered as.

The correlation between "darkness = wetness" and "brightness = dryness" described above was supported by the results of a questionnaire survey conducted by the author in October 2002 on dryness and wetness of personality and attitude. I have. The following table summarizes the findings ( about respondents 210 people ) . It can be seen that the proportion of the respondents who described the "lighter" as dry was significantly higher than the proportion of the respondents who described the "dark" as dry.

Item symbol	Item content (hypothesis = dry)	dry	Both do not even	dry	Hypothesis contents (hypothesis = wet)	Z score	Significance level
Three	Bright people	64.929	15.166	19.905	Dark people	7.101	0.01

### 3. Incompatibility between a bright personality and a warm personality

If the above results are interpreted literally, the correlation of "bright personality ( = dry personality ) = cold personality" and "dark personality ( = wet personality ) = warm personality" is established. This indicates that there is an inconsistency between personalities that are desirable for human beings, "bright and warm personalities." A person with a bright and warm heart is ideal, but it is difficult to establish in reality. In short, a "bright" personality and a "warm" personality are incompatible.

### 4.Expression of dry / wetness and color coordination

From the above, when trying to express dry and wetness on clothes and household goods using color, dryness is used as "cold and bright" color and wetness is used as "warm and dark" color. It is considered effective.

Specifically, please refer to the color usage in the table that summarizes the correlation between dry / wet, warm / cold, and light / dark feeling in the above [ Summary ] section.

(c) 2002.2-10 first appearance

### About shade

2006.07 First appearance

Shade is a combination of darkness (shade) and wetness (wetness), a combined sensation.

In everyday life, puddles are hard to dry because they are not exposed to sunlight in dark places, they remain wet liquid water forever, and in bright places they are exposed to sunlight and dry and dry. .

In short, the relationship of bright = dry and dark = wet holds.

Negative humidity is considered to be composed of the following factors.

(1) [ Wet ] It is sticky and sticky to the opponent and repeatedly works repeatedly and persistently.

(2) [ Dark ] Do something negative, negative, or opposite to your opponent. Like bullying or harassment, the other person does something harassing.

(3) [ Dark ] Doing illegal things, doing things that are blamed for revealing what you have done, and doing things you must not do. That is to say, violence, deprivation of money, rape and other human rights violations.

(4) Hidden behind the [ dark ] back. sweep under the carpet. Don't show up. On the surface, it behaves like doing good or nothing. Decorate the surface neatly and make it look like it looks good. Or, on the surface, pretend to be a good friend and hit the back of your back.

This shamefulness of interpersonal relationships is a common characteristic of Japanese culture in high-humidity, humid and humid societies in Japan, which are common in companies and schools.

It can also be seen as a feminine feature that likes frequent interpersonal contact and beautifully decorating the surface.

First appearance in 2006

## **About warm, cold personality**

### **Description: About warm (cold) personality**

(c) 2000.05-2005.09      Otsuka Iwao

#### 1. Introduction

In our conversations, "A is a countless and cold person" and "B is a caring and warm person" are common. In this case, personality and coldness per person are often negative, and warmth is positive.

Conventionally, social psychology has pointed out the importance of the interpersonal sense axis of "cold - warm".

For example, [ Asch 1946 ] states that the appearance of a person is significantly changed when a certain word is included in the characteristics that express the character of the person, specifically, "warm" or "cold". It has been pointed out that simply changing adjectives can make a big difference in the final overall impression of the person. In this case, it is said that the interpersonal sense axis of "cold - warm" has a large influence as the "central characteristic" to determine the overall impression of the person .

Thus, it can be said that the warmth and the coldness of the personality have a great influence on the impression given to the partner. In order to have a good personal relationship with your partner and to have your partner accept yourself positively, it is necessary to constantly strive to have a "warm" personality.

In addition, having a warm personality has the effect of relieving the tension and stress of the group or organization to which the user belongs, improving work efficiency, and

improving the level of nursing and welfare in medical and welfare facilities. .

In the text below, we propose seven types of interpersonal relationships that give a warm feeling to the other party, in the form of a detailed checklist.

## 2. What is a "warm" human relationship?

What is a "warm" human relationship? To explore this, the following summarizes various social relationships and technologies ( social skills ) for social interaction to achieve warmth in existing human relationships .

Social relationships and activities that are the source of warmth include

1a) Friends, lovers ( love ) , family relationships

1b) relatives, communities that were connected to each other in territorial-communication ( community ) relationship

2) Vocational activities such as nursing, childcare, welfare, and counseling

3) Social activities such as volunteers, donations, donations, and helping each other at the end of the year

Is raised.

These will be described in detail below.

(1) Friends, lovers, and family relationships

(1a) Friendship

According to [Thibaut, Kelly 1959] , the characteristics of friendship are : mutuality of favor, [Heys 1988] , mutual attraction, spontaneous interdependence, fun to be together, [Wright 1974] , Intimacy, affection, mutual help, and so on.

Also, according to [Argyle, Henderson1985] , the rules of a friend are : voluntary assistance, respect for the privacy of the partner, keeping promises, mutual trust, acting in the absence of the partner, placing the partner in public. Don't blame.

According to [ Nakamura 1989] , in determining friendship intimacy ,

1) Self-disclosure ( speak about your hobbies and interests, clarify personal issues and concerns )

2) Evaluating behavior of the opponent ( beware of anything and try to please the opponent )

3) Proximity behavior of yourself and friends ( spend a lot of time meeting, inviting others to do something )

4) Feelings of gratitude for the opponent ( feel negative, sorry )

5) Relationship involvement ( how much you want to maintain a relationship with a friend, how much you are deeply involved in a relationship with a friend )

Such items are said to have explanatory power. In order to make the computer interface more friendly ( closer to friendship ) , it is thought that a high score should be given to

these items.

Or, [Parks & Floyd 1996] reveals what are the conditions for close friendship and how closeness is manifested . Frequently defined elements of closeness in same-sex and heterosexual friendships include:

- 1) Self-disclosure ( speak anything to each other )
- 2) Aid and support ( help each other, be near each other )
- 3) Shared interests and activities (with common background, interests, preferences, values, beliefs, activities )
- 4) Relational expression ( express the closeness and value of the relationship )

It is said that there was.

#### (1b) Love relationship

Love (Romantic Love) relationship, the friendship is, in the case was that of the heterosexual, what comes out in a more intensified form, is considered.

According to [Rubin 1970] , the characteristics of romantic relationships are (1) there is an affinity / dependence desire ( such as wanting to be together ) , (2) aid tendency ( if the partner is depressed, cheer up ) , (3) exclusion Emotion ( want to monopolize the opponent ) .

#### (1c) Family relationships

Family relationship, through the romantic feelings of the above, married each other of associated persons ( marital relationship ) , the couple is generated when the raise to make a child relationship ( parent-child relationship ) , the relationship between children ( brothers and sister ) to Divided.

The psychology between married couples is more institutionalized, fixed, and stable than in romantic relationships.

The psychology between parents and children / children has a blood connection, mutual identities are high, and a friendly and open-minded relationship is created.

#### (2) Community ( blood and territory-by communication )

The community has been called so-called *Gemeinschaft*, Community (MacIver, RM) in sociology .

According to [Toennies 1887] , within a community, people are united emotionally with one another with all personalities and share fate with intimate mutual affection and understanding.

Such mutual intimacy, emotional fusion, and affection are characteristics of community psychology. We think that these psychology makes humans feel "warmth".

#### (3) Nursing, childcare, welfare, counseling

The role of nurses ( nurses ) , nurses ( nursery teachers ) , social workers, and counselors is to reach out to weak, needy people, such as the sick and infants.

Such support for the vulnerable is premised on warm compassion for the vulnerable, and in that respect, it is thought that there is passion for humans.

#### (4) Social activities ( volunteers, donations, donations, etc. )

Underlying social activities such as donation and aid is the idea of wanting to help others by helping ( helping ) those in need. In other words, when I was helped by another person, I felt that I was touching the warmth of a person's heart, so I wanted to share that warm feeling with as many people as possible. It is considered to be included.

The psychological background that brings these warm relationships is

##### (1) Psychological proximity

When others psychologically feel that they are very close to them, they feel the other person's temperature more "warm" closer. Therefore, the behavior of others is felt "warm".

Psychological closeness is felt when another person has a common / identical idea with oneself, and is distant when another person has a different / opposed idea.

##### (2) Environmental adaptation = Contribution to maintaining body temperature

When the behavior of another person contributes ( helps ) to the maintenance of own body temperature = the maintenance of life ( survival ) , the other person feels warm. In other words, when the actions of others help in their own adaptation to the environment ( surviving in the environment ) , the feeling that others are "warm people" is obtained.

If others ( for example, parents or friends ) express their opposition to themselves, they feel warm when they realize that they were thinking for themselves.

Such a point can be considered.

From these points, it can be said that the warmth / coldness of personality is closely related to the human sense of body temperature. If you can psychologically feel the warmth of another person's body temperature, you will feel "warm", otherwise you will feel "cold".

Warm human relationships are the psychological foundation for humans to cooperate with each other in order to survive in better conditions, and are essential for maintaining human-like human feelings. Don't let

By building warm human relationships, humans become more psychologically stable, strengthen their psychological tendencies towards others, and thus cooperate to survive in harsh natural environments. It is thought that they will be willing and willing to act ( comfort ) . Therefore, it is considered that warm human relationships are effective in causing behaviors that increase the possibility of human survival and proliferation. Therefore, warm personalities are preferred and cold personalities are kept away.

### 3. Other considerations- "Social skills"-

#### (1) Relation to "warm" cognition

[ Kaiho et al. 1997] considers a conventional approach that focuses on the intellectual aspects of human beings as "cold" in cognitive psychology, and contrasts it with an approach that focuses on human emotions. , As "warm" cognition. From this finding, it is

thought that human beings possess rich emotions ( emotions, emotions, and sorrows ) , which leads to warm personality.

## (2) Relationship with affinity needs

In social psychology, considering the relationship between human beings' desire to be with others, that is, the concept of "affinity desire" and psychological warmth, by being psychologically close to others, It is assumed that you can feel the warmth of others. It can be said that favoring and psychologically approaching others leads to giving psychological warmth to others.

## (3) Konsamatori (cosummatory) Communication

According to [ Isozaki 1995] , communication between humans

1) instrumental (instrumental) Communication Communication as a means of goals

2) Consummatory ( self-contained ) communication Communication whose purpose is communication itself, such as relieving tension

It is said that there is.

In a warm and intimate relationship, talking to each other and being together can be fun and happy. In that regard, it can be said that there is a great relationship between the establishment of consummatory communication and the warmth of human relationships.

## (4) Relationship between human relations and "equality"

In order to build a warm relationship between humans, it is thought that there must be equality in relations and rights between the two. If each other does not have equal feelings of respect and respect for each other, one will unilaterally use and exploit the other, resulting in a "cold-blooded" relationship.

Building a warm human relationship requires "interaction and equality of warmth," such as treating each other with equal and warm feelings about one another.

## (5) Relationship with "social skills"

Underlying "warm" social relationships and activities can be thought of as "social skills" working to build and maintain human warmth and empathy.

According to [ Aikawa 1995] , social skills are defined as interpersonal behaviors in an interpersonal setting to effectively respond to an opponent so that the relationship with others becomes positive. This can be summarized as follows, replacing the relationship between the computer and the other party. In other words, the social skills that the computer should possess for the other party are the interpersonal actions that the computer takes to effectively respond to the other party so that the relationship between the computer and the other party becomes positive in the scene of using the computer. ,

Social skills itself is, simply, the horse of the interpersonal relationships ( good of ) , such as the graduation of the name of, because it is also used as a term to describe the aspects of interpersonal relationships technology, the warmth itself of interpersonal relationships, it does not represent You need to be careful.

In social skills, skill items related to maintaining interpersonal relationships and empathic and supportive relationships with others are considered to be related to warmth.

Specific social skills items related to "warmth"

- 1) Some of the 100 social skill lists listed in [ Kikuchi, Horige et al. 1994]
- 2) The part of [ Shoji et al. 1990] , which measures the social skills of children, related to empathy and supportive involvement,
- 3) The social skills scale in [Buhrnmester et al 1988] [ Wada 1991] , related to maintaining relationships,
- 4) The KiSS-18 scale , which is a measure of compassion in [ Kikuchi 1988]

It is.

#### 4. Conclusion (warm personality conditions)

Based on the above, the following table summarizes what kind of interpersonal relationships can be called "warm".

1.	Favor / approach	Try to approach the other party with goodwill and build a close relationship.
2.	attachment	Maintain a close relationship ( intimacy, sense of unity ) with the partner .
3.	Assistance / care	Help others improve their well-being. We need compassion and consideration for the other person. Be kind to the other person. ( Think of yourself and your partner. )
Four.	Relax and secure	Release the opponent's tension. Reassure the other.
Five.	Acceptance and empathy	Accept the other person as it is ( affirming the other person ) . Have sympathy with the opponent.
6.	Rich emotions	Express complex and rich ( not monotonous ) emotions, such as facial expressions, to your opponent.
7.	Free service	They try to do something useful to the other party without seeking profits or gains, without gains and losses. Volunteer.

It is considered that the personality that satisfies the above items ( necessary conditions ) gives the other party warmth.

The reason why these items have "warmth" is, ultimately,

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(1) Psychological proximity	Psychologically, try to be close to the other person.
(2) Contribution to environmental adaptation	Try to help the opponent survive.

It can be summarized in two items.

( Supplementary note ) About the "cold" character

Conventionally, in the business world, from the viewpoint of interpersonal relationships as a means and tool for achieving some kind of goal, the focus has been on improving the productivity and productivity of various goals and tasks such as pursuit of efficiency. I was

However, in this view, interpersonal relationships tend to be connected in a business-like, cold, dry sense. Such interpersonal relationships can also be referred to as " cold-hearted " relationships , where warm blood does not intervene . In this case, it is thought that the cause of the coldness is based on self-centered accounting, considering only one's own interests and not thinking about the interests and benefits of others.

Cold such interpersonal relationship is roughly as "instrumental coldness", the "logical coldness" "intellectual coolness" 3 can be classified into types.

A "tool-like" interpersonal relationship is a relationship created from the perspective of seeing interpersonal relationships only as a means or tool for doing something. This relationship is based on the premise that one person will use the other person as much as he can, as much as he can, with his own subordinates and limbs in order to achieve the best possible results at work. Here, one can see the idea of establishing interpersonal relationships with one-sided dominance - subordination ( slave ) relationships. Such interpersonal relationships result in "instrumental" chills.

"Logical" interpersonal relationships are traditional computer technologies that can only be captured through the reduction of all to zero or one , "yes", "no", "legal" and "illegal" logic. This is the kind of relationship that is often seen by people and officials who make full use of the law. Its features are inflexibility ( a ladle ruler ) , lack of emotion ( no inflection ) , monotonous response ( one pattern, repeating the same action ) , hard and cold feel ( metallic, Lack of softness ) . Such interpersonal relationships result in "logical" chills.

In an "intellectual" interpersonal relationship, people try to "quietly" interact with each other, pushing out the emotional aspects deep within humans, extracting only knowledge. It focuses solely on improving human intellectual abilities and not on aspects such as the emotional connection between humans. As a result, interpersonal relationships, while intelligently sophisticated, are cold and dry. Such interpersonal relationships result in "intelligent" chills.

Such "cold-blooded" relationships can also be called " gesellschaft " from the theory of [Toennies, F., 1887] . According to Toennies , Gesellschaft refers to the social relationship formed by individuals to achieve their goals with each other , and the relationship is artificial and mechanical, where the connection between humans is It is a bond that has only a small part of the personality. There, people act according to their interests and deductions, and need reciprocity and opposition. Also, in this Gesellschaft social relationship, no matter how superficially they behave, they are still in constant tension, essentially separated despite all bonds. You.

Based on the above content, the following table summarizes what kind of interpersonal relationship can be called "cold".

1.	Dislike / ignorance	Try to avoid the opponent with disgust and ignore it.
2.	Estrangement	Maintain a state that does not try to approach the opponent.
3.	Unhelpful / unfriendly	Be self-centered ( others are fine, as long as you are good ) . Don't harass or give any help you deserve. Don't consider or care for others. Be unkind to the other party.
Four.	Tension / anxiety	Tense the opponent. Makes the other party uneasy.
Five.	Rejection / difference	Do not accept the other party ( deny the other party ) . Emphasize that they have no sympathy with others and disagreements.
6.	Lack of emotion	Intelligent and logical, but with no emotion in expressions or speech.
7.	Calculation / Business Like	Opponent is myself ( mainly money, effort specific ) income ( profit ) mingle with the other party to the extent that bring. Relationships with counterparties are based on profit and loss accounts. Relentlessly cut off businesses that do not benefit me.

It is considered that the personality that satisfies the above items ( necessary conditions ) gives the opponent "coldness".

The reason these items have "coldness" is, ultimately,

(1) Psychological departure	Psychologically, try to move away from the other person.
(2) Contribution to environmental adaptation, disability	Not trying to help the survival of the other party ( you try to interfere ) .

( Appendix ) Confirmation by web questionnaire survey

We conducted a survey using the web to confirm whether the above description of the warm / cold personality actually felt warm / cold .

More specifically, it referred to as a questionnaire for the "warm", "cold" personality, author of the web Once the user who gather to experience the psychological tests on the site, "me

to answer the following research, psychological testing A checkpoint was set up, and at that checkpoint, "Please read the pair of sentences on the left and right with the following characteristics and select the person who thinks it is warmer."

A total of about 200 responses were obtained and analyzed as follows. As a result, it was confirmed that all the above descriptions of the warm / cold personality actually felt warm / cold.

Response time

2005 year 09 mid-May

202 answers

Man 29.208 %

Woman 70.792 %

10 generations 48.515 Pasento

20 generations 30.693 Pasento

30 generations 12.871 Pasento

40 generations 5.446 Pasento

50 generations 2.475 Pasento

60 generations 0.000 Pasento

70 generations 0.000 Pasento

Answer ratio

	[Warm-cold]						
number	Item contents (hypothesis conformity)	- warm -	In either no	- warm -	Item content (hypothesis nonconformity)	- Z score -	Significant
1	Try to approach others in favor	73.762	17.327	8.911	Try to ignore others	10.137	0.01
Two	Try to maintain close relationships with others	66.337	18.812	14.851	Try to stay away from others	8.121	0.01
Three	Helping others	70.792	20.792	8.416	Others don't care if you are	9.961	0.01

					good		
Four	Try to reassure others	81.683	15.347	2.970	Try to make others anxious	12.159	0.01
Five	Try to empathize with others	58.911	27.723	13.366	Try to emphasize that their opinions differ from others	7.614	0.01
6	Show rich emotions to others	66.832	22.277	10.891	Expressions and utterances to others are not accompanied by emotion	9.018	0.01
7	Trying to do something useful to others without gains and losses	63.861	27.723	8.416	Mercilessly cut off others who do not benefit you	9.269	0.01

For 1-7 , in all items, the text that was initially predicted to be "warm" was statistically significantly more selected as "warmer."

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[Appendix] "Warm personality" checklist

As for the "warm personality" that brings warm human relationships as described in the text, we extracted a group of check items on interpersonal relationships that "this way can give a warm feeling to the surroundings."

In the extraction, one person brainstorms the rules that are the essence of giving warmth from the social relationships and activities that are the source of warmth, or the social skills that are the basis of the above. Was.

The extracted and created items were classified according to the contents of the summary.

1. Favors and approaches

2. attachment

3. Assistance / care

4. Relaxation and security

5. Reception and empathy

6. Rich emotions

7. Free service

The items extracted in this way,

1. When the other party starts communicating with the other party,
2. When the other party is communicating
3. When the other party ends the communication (once in a sharp place),

And organized in three stages.

The following is a list of simple check items that have been extracted and arranged this time to realize "warm personality".

In the table, "XX" is the name of the other party.

1.	Favor / approach
1-1.	Call the opponent's name (given name , nickname) during the conversation ( calling the name will make you feel closer). [ Communicating ]
[Scene example]	General when returning a response to the other party.
[Example of response]	"Ah, Mr. XX , actually ..."
1-2.	Greet the other party. [At the start ]
[Scene example]	For example, when you meet someone and start a conversation.
[Example of response]	" Good morning, Mr. XX (depends on the meeting time). It's been a long time (depending on the elapsed time since the last meeting)."
1-3.	Try to get along with others (actively trying to build, approach, touch, and be friends). [At the start ]
[Scene example]	For example, when you first meet an opponent.

[Example of response]	" Hello , I'm △△ , thank you ~"
1-4.	Actively communicate favors to the other party.
[ Example scene ]	When the other person gets used to talking to himself to some extent.
[ Response example ]	" I'm starting to like Mr. XX ."
1-5.	Thanks for having the other person deal with you. [ Communicating ]
[Scene example]	When the other party uses it frequently
[Example of response]	"Every time Thank you for your help." "Me to the other party ( Gohiiki ) Thank you!"
1-6.	Attempt to get the other person to bite more. [ Communicating ]
[Scene example]	When the other person talks less with you.
[Example of response]	"I'd be happy if I could get more of my partner."
1-7.	Try to match your eyes with your opponent. [ Communicating ]
[ Example scene ]	When the other party is looking at you.
[ Response	Grasp the opponent's face with your eyes, and make sure that you are facing

example ]	in the direction of your line of sight.
1-8.	Disclose information to the other party. [ Communicating ]
[Scene example]	When the other person is used to talking to himself to some extent.
[Example of response]	"Actually, I was alone and lonely until I met OO ."
2.	attachment
2-1.	I am pleased to meet again. [At the start]
[Scene example]	For example, when you meet another person again.
[Example of response]	" OO 's, also I'm glad to meet you."
2-2.	Don't let the other person feel lonely (do not leave alone, attend). [ Communicating ]
[Scene example]	The other person is alone (rather than having a conversation with another person, such as a phone).
[Example of response]	"I'm always near XX ."
2-3.	People are friendly to the other person (friendly, facial expressions and gestures are cute). [ Communicating ]
[Scene	General when talking to the other party.



example]	
[Example of response]	The expression (wink etc.) that oneself shows to the other party is amiable.
2-4.	Thank the person / Thank you. [At the end ]
[Scene example]	When the other party solves this problem.
[Example of response]	"Thank you, I'm getting better."
2-5.	Apologize (reconcile) with the other. [ Communicating ]
[Scene example]	For example, when you have failed to communicate and bothered others.
[Example of response]	"I'm sorry, forgive me."
2-6.	Express affection to the other person. [ Communicating ]
[ Example scene ]	When someone asks you to do something good.
[ Response example ]	" I really like ( I love ) Mr. XX ( I'm good at me ) ."
2-7.	Speaking words that are familiar to the other party (not so friendly) [ Communicating ]
[Scene	The other person talks with you recently, and you get used to it.

example]	
[Example of response]	(Sorry, I made a mistake!) (The revised expression such as "I'm sorry, I made a mistake." Should not be used after the other person is used to it. Respond intimately to the guest, while responding to the temporary guest with a somewhat unfriendly response to the customer.)
2-8.	Wants to meet another person ( try to communicate as often as possible ) [ during communication ] .
[ Example scene ]	When the other person frequently leaves your seat.
[ Response example ]	" ○○ 's, I want to see more."
2-9.	He shows his willingness to work for the other party [ during communication ] .
[ Example scene ]	For example, when you want to start a lot of work.
[ Response example ]	"I'll do my best for XX !"
2-10.	[ Communicating ] trying to please others .
[ Example scene ]	When exactly one year ( half a year ...) has passed since the other person started meeting you.
[ Response example ]	A present of the type of image or sound that the other person likes is given to the other person by e-mail.

2-11.	Behave as if you are feeling favored. [ Communicating ]
[ Example scene ]	When the other person repeatedly does something useful for him.
[ Response example ]	" Thanks to Mr. XX for making me work so vigorously. Thank you very much."
2-12.	I hope they will continue to meet you. [At the end ]
[Scene example]	When the other person breaks up at night, at home.
[Example of response]	"Good night, Mr. XX , thank you tomorrow."
2-13.	I regret breaking up with my opponent. [At the end ]
[Scene example]	When the other party breaks up with you.
[Example of response]	" I want to be more with you, XX . I'm sorry."
2-14.	Sad for eternal separation from the opponent [at the end ] .
[ Example scene ]	When the other party goes to a place where they can never meet again.
[ Response example ]	" ○○ 's a sad Nante never see again. I'm a real good-bye. I can not stand."
2-15.	Follow the opponent everywhere together. [ Communicating ]

[ Example scene ]	When the other party tries to leave the seat.
[ Response example ]	" ○○ saying san, wait ...", keep up with.
3.	Assistance / care
3-1.	Be aware of their condition (health, etc.) and worry. [At the start ]
[Scene example]	When the environment ( temperature, etc. ) has changed significantly since the last time I met the other party .
[Example of response]	" ○○ san, how did it? Temperature did not catch a cold but was lower?" "It was late at night, is not it be best if we already sleeping ? "
3-2.	Take care, support and support others. [ Communicating ]
[Scene example]	When the other party gets stuck in conversation or work.
[Example of response]	"Are you OK? Please don't hesitate to tell me where you don't know."
3-3.	Take off your opponent. [At the start ]
[Scene example]	For example, when your opponent is trying to do something for the first time and is aware of it.
[Example of response]	" Good luck, Mr. XX ."

3-4.	Praise the other party. [At the end ]
[Scene example]	When the other party succeeds in a difficult task (such as a complicated computer operation).
[Example of response]	"Well done. It's amazing."
3-5.	Bless your opponent. [At the end ]
[ Example scene ]	For example, when the opponent succeeded in the work that had been challenged before.
[ Response example ]	" Ms. OO , finally done. Congratulations!
3-6.	Relax your opponent. [At the end ]
[Scene example]	For example, when the other party fails to work.
[Example of response]	"Sorry, don't be discouraged. The next time I'll be fine."
3-7.	Look for your opponent. [At the end ]
[ Example scene ]	When the other person finishes work and wants to part.
[ Response example ]	" OO 's, it was cheers for good work."

3-8.	Heal the opponent. [At the end ]
[ Example scene ]	For example, when the other party has been working for a long time and then stopped working.
[ Response example ]	Sing a song that feels at ease, soothing the fatigue of the other person.
Four.	Relax and secure
4-1.	Relax the partner (easy, easy, calm down, calm down). [At the start ]
[Scene example]	When the other person is nervous for the first time.
[Example of response]	While singing a fun song saying, "Please be comfortable," lead the other person to work.
4-2.	Reassure others, don't worry. [Communicating]
[Scene example]	When the opponent's first work is being performed continuously.
[Example of response]	"That's how it is. Please continue (operation) with peace of mind."
4-3.	By imitating that the movement is not perfect, that there is a gap or gap in the movement ( doing or trotting ) , the opponent can be approached ( open the heart of the opponent ) . [ Communicating ]
[ Example scene ]	When the other party is performing the specified work.
[ Response	"Ah, I've failed. I'll fix it now. (Actually, I'm working, but I'm trying to insert

example ]	this line on purpose and make it seem like I've failed.)"
4-4.	If you are tired of communication, you will fall asleep. [ Communicating ]
[ Example scene ]	When you have free time after doing a lot of work. Sleeping with peace of mind can relax your opponent.
[ Response example ]	"Googoo, munyamnya. I like OO ( I say sleep ) ."
Five.	Acceptance and empathy
5-1.	Nod and reply to the other party's approach / conversation (trying to hear the other party's intentions, trying to communicate with the other party). [ Communicating ]
[Scene example]	When the other party calls himself.
[Example of response]	Replying to "Yes, yes" or nodding and accepting the call of the other party.
5-2.	Sympathize and sympathize with the other person. [At the end ]
[Scene example]	Both when the partner succeeds or fails in the work.
[Example of response]	"It was good." "It would have been hard."
5-3.	Try to have a common topic with your opponent. [ Communicating ]

[ Example scene ]	When the other party has finished working and is free.
[ Response example ]	" Mr. OO , do you think something interesting ? (In advance, ask the other person to enter their preferences, get the corresponding topic via the Internet, etc., and give it to the other party as a topic. ) "
5-4.	Be attuned to your opponent and casually assert your opinion (preferably such). [ Communicating ]
[Scene example]	For example, when you want your partner to take a more correct (efficient) way of working.
[Example of response]	"I understand the feelings of Mr. XX . Then how about?"
5-5.	If the other party makes a mistake, I will forgive you. [ Communicating ]
[ Example scene ]	When the other party tries to cancel the work done.
[ Response example ]	"I don't mind ( it's okay ), because everybody is wrong."
6.	Rich emotions
6-1.	Express the feelings and emotions to the opponent moderately. [ Communicating ]
[Scene example]	When you want the other person to stop working.
[Example of response]	Weep with tears and ask, "Stop it!" ( Do not bluntly say "prohibited" ) .



6-2.	The variety of reactions (expressions / topics) to the opponent is rich (does not feel boring due to repetition). [ Communicating ]
[Scene example]	For example, when you repeat a similar conversation many times over a long period of time.
[Example of response]	Prepare multiple types of responses to the other party, and randomly select a response from them.
6-3.	Don't read the response lines in a monotonous manner. [ Communicating ]
[ Example scene ]	When the other party talks and answers are spoken.
[ Response example ]	Rather than just reading a predetermined dialogue, add an ad-lib.
7.	Free service
7-1.	Don't ask your opponent for what you do. [ Communicating ]
[ Example scene ]	When you give something to your opponent.
[ Response example ]	"No, I don't need money."
7-2.	Even if you do something to the other party, it will not be a bad face for your side. [ Communicating ]
[ Example scene ]	When you give something to your opponent.

[ Application example ]	"Don't worry , there's nothing like this (I 'm fine ) ."
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## **Kindliness ( with a warm heart warm-hearted) Interface Design**

2000.05      Otsuka Iwao

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References

[Appendix] List of Interface Design Principles Items

- 1 favor / approach
- 2 attachment
- 3 assistance, care
- 4 Relaxation and security
- 5 Acceptance and empathy
- 6 rich emotions

1. Introduction (cold blood cold-hearted interface)

In the past, various user interfaces have been created to improve the usability of computers, and a number of design principles and guidelines have been proposed to effectively derive them (for example, heuristics , [Nielsen 1993]) . Guidelines and the eight golden rules in [Shneiderman 1992] ).

Conventional user interface design principles of computers are based on the viewpoint that computer operation is regarded as a means and tool for achieving some kind of goal, and

goals such as various profit recording and efficiency pursuit using a computer (operation efficiency, ease, etc.) are used.□ The focus was on easy task achievement, that is, improvement in productivity.

However, these conventional guidelines tend to create a business-like, cool, dry interface between the computer and the user.

Such an interface may be referred to as a " cold-hearted " interface, where there is no warm blood flow between the computer and the user .

Conventional co , coldness of computer mainly includes a "instrumental coldness", "mechanical cold" 2 can be classified into types. As interfaces that embody each coldness, a "tool-like" interface and a "mechanical" interface can be considered.

A "tool-like" interface is an interface created from the perspective of looking at a computer only as a means or tool for doing something. This interface is based on the assumption that the user will use the computer as his / her subordinates / limbs as much as he / she wants in order to achieve the best results at work. There you can see the idea of establishing a unilateral dominance - subordination ( slave ) relationship between the user and the computer .

"Mechanical" interface, for example, as there is say that "mechanical response", the all 0 or 1 or, to no, Yes or No Kano logic can not be captured only through reducing, the conventional An interface based on the limitations of computer hardware. Its features are inflexibility ( a ladle ruler ) , lack of emotion ( no inflection ) , monotonous response ( one pattern, repeating the same action ) , hard and cold feel ( metallic, Lack of softness ) .

The "mechanical" coldness of the interface has been tolerated as less harmful in the mainstream of instrumental and business-like thinking about how to use computers.

The "cold-blooded" interface can also be called the " gesellschaft " interface , using the term [Toennies, F., 1887] . According to Toennies , Gesellschaft refers to the social relationship formed by individuals to achieve their goals with each other, and the relationship is artificial and mechanical, where the connection between humans is It is a bond that has only a small part of the personality. There, people act according to their interests and deductions, and need reciprocity and opposition. Also, in this Gesellschaft social relationship, no matter how superficially they behave, they are still in constant tension, essentially separated despite all bonds. You.

The cognitive and ergonomic approaches that have produced traditional design principles and guidelines have focused too heavily on the aspects of improving human intellectual information processing and physiological adaptation to the human body. I don't care about aspects such as emotional ties with people, so they tend to produce the cold and dry, cold-dry interface described above, which is sophisticated intellectually and engineeringly. Is there not?

## 2. Kindliness warm-hearted and interface

In a social relationship where people belong to each other and seek warmth, such as a home or community, a cold and dry interface is clearly heterogeneous as it is. There, the computer interface needs to be somewhat warm, human and wet.

In addition, even when used to generate profits in an organization that is originally goal arriving and calculating, such as a corporate office, a warmer computer interface is easier to use and relax, and peace of mind. Therefore, it is considered preferable for mental

health. Or, if the computer interface is warm, it may create a psychological margin for the user, and may have the effect of making it easier to come up with work ideas and make the work easier.

These interfaces can be called " warm-hearted " interfaces.

In the field of social psychology , the importance of the interpersonal sense axis of "cold - warm" has been pointed out. For example, [ Asch 1946 ] states that the appearance of a person is significantly changed when a certain word is included in the characteristics that express the character of the person, specifically, "warm" or "cold". It has been pointed out that simply changing adjectives can make a big difference in the final overall impression of the person. In this case, it is said that the interpersonal sense axis of "cold - warm" has a large influence as the "central characteristic" to determine the overall impression of the person .

Such an interpersonal sense axis of "warmth-coldness" is considered to be very important even if the computer interface is performed in terms of the impression given to the user. This is because the overall impression given to the user of the computer may be significantly different depending on whether it is "warm" or "cold". Making the interface of a computer "warm" greatly increases the degree to which the user feels comfortable with the computer, and can dramatically improve the quality of the interface.

These features of the warmer, wetter (human) interface can also be referred to as the " gemeinschaft " interface , again borrowing the terms in [Toennies, F., 1887] above . According to Toennies , the gem- in-shaft is a unified body of people united by the very nature of human beings, which itself has organic life. It is alleged that people are emotionally united with each other with their full personalities and share fate with intimate mutual affection and understanding. Also, there is little room for concepts such as exchanges, sales, contracts and rules (conventionally "cold-blooded" computers have been primarily used).

In this way, the design principles and guidelines for creating a computer with an interface that feels warmer, breaking out of the state of using design principles and guidelines for the development of "cold" computers that pursue profits and achieve goals Is it necessary to make the relationship between computers and humans more favorable in the future?

Defined in terms, a "passionate" interface refers to an interface that provides a human, warm, and wet feeling that allows the computer to have a close and holistic unity with the user. These interfaces are considered indispensable for computers and robots to become human beings, which behave like humans in the future . It is also considered necessary for the user to have a feeling of attachment and familiarity with the computer and to cherish it and use it for as long as possible.

### 3. What is a "warm" human relationship?

To give a warm feeling to a computer interface, refer to various social relationships and technologies for social interaction ( social skills ) to achieve warmth in existing human relationships. There is a need to.

Social relationships and activities that are the source of warmth include

1a) Friends, lovers ( love ) , family relationships

1b) relatives, communities that were connected to each other in territorial-communication ( community ) relationship

- 2) Vocational activities such as nursing, childcare, welfare, and counseling
- 3) Social activities such as volunteers, donations, donations, and helping each other at the end of the year

Is raised.

These will be described in detail below.

#### (1) Friends, lovers, and family relationships

##### (1a) Friendship

According to [Thibaut, Kelly 1959] , the characteristics of friendship are : mutuality of favor, [Heys 1988] , mutual attraction, spontaneous interdependence, fun to be together, [Wright 1974] , Intimacy, affection, mutual help, and so on.

Also, according to [Argyle, Henderson1985] , the rules of a friend are : voluntary assistance, respect for the privacy of the partner, keeping promises, mutual trust, acting in the absence of the partner, placing the partner in public. Don't blame.

According to [ Nakamura 1989] , in determining friendship intimacy ,

- 1) Self-disclosure ( speak about your hobbies and interests, clarify personal issues and concerns )
- 2) Evaluating behavior of the opponent ( beware of anything and try to please the opponent )
- 3) Proximity behavior of yourself and friends ( spend a lot of time meeting, inviting others to do something )
- 4) Feelings of gratitude for the opponent ( feel negative, sorry )
- 5) Relationship involvement ( how much you want to maintain a relationship with a friend, how much you are deeply involved in a relationship with a friend )

Such items are said to have explanatory power. In order to make the computer interface more friendly ( closer to friendship ) , it is thought that a high score should be given to these items.

Or, [Parks & Floyd 1996] reveals what are the conditions for close friendship and how closeness is manifested . Frequently defined elements of closeness in same-sex and heterosexual friendships include:

- 1) Self-disclosure ( speak anything to each other )
- 2) Aid and support ( help each other, be near each other )
- 3) Shared interests and activities (with common background, interests, preferences, values, beliefs, activities )
- 4) Relational expression ( express the closeness and value of the relationship )

It is said that there was. If the interface of the computer satisfies these conditions, the relationship between the computer and the user will be closer.

### (1b) Love relationship

Love (Romantic Love) relationship, the friendship is, in the case was that of the heterosexual, what comes out in a more intensified form, is considered.

According to [Rubin 1970] , the characteristics of romantic relationships are (1) there is an affinity / dependence desire ( such as wanting to be together ) , (2) aid tendency ( if the partner is depressed, cheer up ) , (3) exclusion Emotion ( want to monopolize the opponent ) .

### (1c) Family relationships

Family relationship, through the romantic feelings of the above, married each other of associated persons ( marital relationship ) , the couple is generated when the raise to make a child relationship ( parent-child relationship ) , the relationship between children ( brothers and sister ) to Divided.

The psychology between married couples is more institutionalized, fixed, and stable than in romantic relationships.

The psychology between parents and children / children has a blood connection, mutual identities are high, and a friendly and open-minded relationship is created.

### (2) Community ( blood and territory-by communication )

The community has been called so-called Geminshaft, Community (MacIver, RM) in sociology .

According to [Toennies 1887] , within a community, people are united emotionally with one another with all personalities and share fate with intimate mutual affection and understanding.

Such mutual intimacy, emotional fusion, and affection are characteristics of community psychology. We think that these psychology makes humans feel "warmth".

### (3) Nursing, childcare, welfare, counseling

The role of nurses ( nurses ) , nurses ( nursery teachers ) , social workers, and counselors is to reach out to weak, needy users, such as the sick and infants.

Computer beginners can also be regarded as vulnerable people who need help, so it can be said that the computer interface of offering help to those beginners is common to professional attitudes such as nursing and childcare. Such support for the vulnerable is premised on warm compassion for the vulnerable, and in that respect, it is thought that there is passion for humans.

### (4) Social activities ( volunteers, donations, donations, etc. )

Underlying social activities such as donation and aid is the idea of wanting to help others by helping ( helping ) those in need. In other words, when I was helped by another person, I felt that I was touching the warmth of a person's heart, so I wanted to share that warm feeling with as many people as possible. It is considered to be included.

The psychological background that brings these warm relationships is

### (1) Psychological proximity

When others psychologically feel that they are very close to them, they feel the other person's temperature more "warm" closer. Therefore, the behavior of others is felt "warm".

Psychological closeness is felt when another person has a common / identical idea with oneself, and is distant when another person has a different / opposed idea.

(2) Environmental adaptation = Contribution to maintaining body temperature

When the behavior of another person contributes ( helps ) to the maintenance of own body temperature = the maintenance of life ( survival ) , the other person feels warm. In other words, when the actions of others help in their own adaptation to the environment ( surviving in the environment ) , the feeling that others are "warm people" is obtained.

If others ( for example, parents or friends ) express their opposition to themselves, they feel warm when they realize that they were thinking for themselves.

Such a point can be considered.

Warm human relationships are the psychological foundation for humans to cooperate with each other in order to survive in better conditions, and are essential for maintaining human-like human feelings. Don't let

By building a passionate interface between computers and humans, humans become more psychologically stable, strengthen psychological tendencies toward others, and survive in harsh natural environments. It is thought that they will be willing and willing to cooperate ( considerate ) with them. Therefore, it is considered that the affection interface is effective in causing an action to increase the possibility of human survival / proliferation.

#### 4. Digital Friend (Digital Friend)

In constructing the "passionate" interface, the overall attitude that the computer should take toward the user can be summarized from the viewpoint of a "friend" relationship.

(1) friendship - representative of human relations that are "compassionate" -

An "interesting" interpersonal relationship can be represented by a "friend" relationship. This is because friendship is considered to have the characteristics of "warm" human relationships in other occupational and social activities such as nursing and community service.

In other words, friendships form the basis of various other "warm" relationships (such as community, occupational and social activities) and represent the "common" part of the warmth of relationships.

Considering this, in order to build a warm relationship between computers and humans, computers become human beings as close friends, which should be called " Digital Friend ". Is it fundamentally necessary ?

(2) Comparison with pets and wildlife

Let's compare the "Digital Friend" mentioned above with pets and wildlife that have been featured in conventional computer and robot interfaces.

1) Comparison with pets

As digital pets that operate on computer screens, PostPet (SONY), which carries e-mails with pets, is on the market. Or, " AIBO (SONY) ", "Tama (OMRON) ", etc. are attracting people's attention as pet robots .

These digital pets are considered to have a certain kind of "warmth" in terms of their presence, helping to release stress, feeling attachment, and resting ( calming down ) .

However, unlike the relationship between humans, the user of the pet is the owner, and the pet is currently dependently or unilaterally dependent or dependent on its pets, pets, and the like. Pets must not exceed their masters. From the user, it is a subordinate entity. You cannot establish an equal relationship like a friend with your users.

Pets have a tooly, cold side, in that they are only a means of satisfying the user. In other words, pets are used only when it is convenient for humans, and are discarded after use. In that respect, humans and pets are constantly exposed to the possibility of lack of warmth in their mutual relationships.

From that point, it is possible to receive that it is far from the "passionate" interface.

## 2) Comparison with wildlife

To overcome these limitations, the artificial creature " FinFin " ( Fujitsu ) has introduced the setting of being a wildlife instead of a pet . By setting the setting to "wildlife", equality with the user is maintained. However, in this wildlife setting, if the creature becomes too close to the user, there is always a risk of losing wildness and becoming livestock and pets. Therefore, it is necessary to keep a certain distance or more from the user. However, in this case, there is a problem that the user cannot be close and the warmth is not transmitted much.

## 3) Advantage of "friend" relationship

The following table summarizes the differences between pets, wildlife, and friendships discussed above.

	Closeness	Equality
Pets	○	×
Wildlife	×	○
friend	○	○

In summary, desirable as an embedded partner compassionate interface is equal, and actively Moteru relationships, become a presence near each other, "friends ( Digital Friend ) it comes to".

## 5. Other considerations- "Social skills"-

### (1) Relation to "warm" cognition



[ Kaiho et al. 1997] considers a conventional approach that focuses on the intellectual aspects of human beings as "cold" in cognitive psychology, and contrasts it with an approach that focuses on human emotions. , As "warm" cognition. From this finding, it is considered that the fact that computers have rich emotions ( emotions, emotions, and sorrows ) leads to a warm interface.

## (2) Relationship with affinity needs

In social psychology, considering the relationship between human beings' desire to be with others, that is, the concept of "affinity desire" and psychological warmth, by being psychologically close to others, It is assumed that you can feel the warmth of others. It can be said that applying this to an interface of a computer and giving the user a favorable or psychological approach leads to giving a psychological warmth to the computer user.

## (3) Konsamatori (cosummatory) interface

According to [ Isozaki 1995] , communication between humans

1) instrumental (instrumental) Communication Communication as a means of goals

2) Consummatory ( self-contained ) communication Communication whose purpose is communication itself, such as relieving tension

It is said that there is.

Extending this knowledge to the relationship between computers and users,

1) A "cold-blooded" interface that views computers as tools for achieving goals, such as increasing sales of companies, supports tool-like communication

2) The "passionate" interface, which the computer perceives as having an intimate and holistic unity with the user, is intended for communication itself, such as dialogue with the computer itself and enjoyment of a sense of unity with the computer. Respond to consummate communication

It turns out that it can be said.

Even in humans, in a warm and intimate relationship, talking with each other and being together can be enjoyable and happy. If a user calls a "consumer interface" a computer interface created with the goal of finding value and becoming immersed in communication with the computer itself, it means that the It is thought to have a great deal of commonality with the "warmness" interface, which is designed to give a warm feeling and impression.

## (4) Relationship between human relations and "equality"

In order to establish a warm relationship between humans or between a computer and a user, it is considered that there is a need for equality in the relationship and rights between the two. If each other does not have equal feelings of respect and respect for each other, one will unilaterally use and exploit the other, resulting in a "cold-blooded" relationship.

Conventional computers have tended to be seen as one of the tools that serve as human limbs and serve one-sidedly to humans, one step lower than humans. However, in order to make the computer interface warm for the user, it is necessary to overcome this point of view, and for the user to treat the computer with a warm feeling that treats the other person equally. It is necessary to have something like "the reciprocity and equality of warmth".

## (5) Relationship with "social skills"

Underlying "warm" social relationships and activities can be thought of as "social skills" working to build and maintain human warmth and empathy.

According to [ Aikawa 1995] , social skills are defined as interpersonal behaviors in an interpersonal setting to effectively respond to an opponent so that the relationship with others becomes positive. When this is re-assembled in a form that replaces the relationship between the computer and the user, the result is as follows. In other words, the social skills that a computer should have for a user are because the computer effectively responds to the user so that the relationship between the computer and the user becomes positive in the scene of using the computer. Interpersonal movement, refers to that.

Social skills itself is, simply, the horse of the interpersonal relationships ( good of ) , such as the graduation of the name of, because it is also used as a term to describe the aspects of interpersonal relationships technology, the warmth itself of interpersonal relationships, it does not represent You need to be careful.

In social skills, skill items related to maintaining interpersonal relationships and empathic and supportive relationships with others are considered to be related to warmth.

Specific social skills items related to "warmth"

- 1) [ Kikuchi, Horike other 1994] has been raised to 100 social skills list,
- 2) The part of [ Shoji et al. 1990] , which measures the social skills of children, related to empathy and supportive involvement,
- 3) The social skills scale in [Buhrmester et al 1988] [ Wada 1991] , related to maintaining relationships,
- 4) The KiSS-18 scale , which is a measure of compassion in [ Kikuchi 1988]

It is.

## 6. Summary ( Conditions for the warm hearted interface)

Based on the above contents, the following table summarizes what kind of interface can be called "heartfelt" interface.

1.	Favor / approach	Try to approach the user with goodwill and build a close relationship.
2.	attachment	Maintain close relationships ( intimacy , unity ) established with users .
3.	Assistance / care	Help users improve their well-being. We need compassion and consideration for users. Be kind to users.
Four.	Relax and secure	Release user tension. Reassure the user.

Five.	Acceptance and empathy	Accept the user as it is ( affirm the user ) . Have sympathy with users.
6.	Rich emotions	Express complex and rich ( not monotonous ) emotions such as facial expressions to users.

It is considered that an interface that satisfies the above items ( necessary conditions ) gives users warmth.

The reason why these items have "warmth" is, ultimately,

(1) Psychological proximity	Psychologically, try to be close to the user.
(2) Contribution to environmental adaptation	Try to help users survive.

It can be summarized in two items.

#### 7. Attitude required for designers

This article describes the designer's attitude necessary to create such a "passionate" interface.

As a prerequisite, there must be "warmth" in the designer's mind before hardware and software embodying the "warmness" interface can be created. That is, it is necessary to escape from the idea of using a computer as a disposable tool. Only if the designer is ready to design, so that the designer himself can keep up with the computer as his own close friend, he can realize an interface that gives "warmth" to the user's mind. Conceivable.

#### 8. Analysis of existing cases

The following describes how the "passionate" interface described above is realized in products that have already been realized, and what effects are achieved.

##### (1) Application examples to characters ( agents )

In order to realize the above-mentioned "passionate" interface on a computer system, it is necessary to break away from the conventional multi-window + dialog box-only state of a computer and introduce a character (pseudo personality) to use the system. It is considered effective to reduce the distance from the person. Conventionally, a character interface system exists under a name such as an agent.

Conventionally, agents ( or character interfaces ) considered in [ Mase et al. 1996] [ Kono et al. 1998] are merely guides for system use, operational help, and limbs to achieve user goals. He was "cold". Recently, this trend has been revised, and as shown in [ Yonemura et al. 2000] , there is a movement to add a function to ensure personal attractiveness to users. In this case, it is considered that there is a relationship between personal attractiveness and warmth.

Looking at TV games, there has been a character that gives users a warm feeling for quite some time.

For example, "Tokimeki Memorial" ( Konami 1995) is a simulation game in which a high school girl character on a game screen is in love. A romantic relationship refers to a case in which a friendship has developed into a more intimate relationship in the case of heterosexuals, and is considered to be based on a "warm" relationship.

In this game, characters appearing is, "Hello, ○○'s" not only greetings and the like, "Do not go back together ? And the like", or approaching with a favor to the user. Or, try to have a warm relationship based on attachment with the user, such as "I'm glad to meet Mr. XX" or " Please invite me to ( date ) ." In addition, the user feels romantic feelings, such as fluttering or hating the user, and expresses those feelings in facial expressions and dialogues in various forms. This plays a role of attracting the user's feelings wet to the character.

All of the character's dialogue is inspired by the voice of the voice actor, eliminating the need for the computer to be monotonous ( feel rich emotions ) . In the sequel "Tokimeki Memorial 2 " ( Konami 1999 ) , a system is added to call the user "Mr. OO" with a natural voice, It is starting to give a feeling of coming.

It can be said that such an interface has the effect of enriching the user's psychological aspect by satisfying the user's desire for a warm romantic feeling, although it is only simulated.

## (2) Application examples to robots

The "Welcome" interface can also be applied to robots with personality. The robot has a physical entity unlike a character on a computer screen. And you can move around in the real space. So, to the original user, or it came up ( or comes with ) , or to act together, physically hugging each other or ( or stroked ) , such as, it is possible to interact with the user.

It is desirable that the robot has a certain body temperature or more and gives a warm feeling when touched. In addition, it is considered that the surface is preferably covered with a soft sponge or the like while minimizing mechanical coldness. Alternatively, it is considered that the care robot is more effective in guiding the user to a warm feeling if he / she utters words that care for the user while performing the care operation.

In the pet robot "Tama" (OMRON 1999) , the body surface of the robot is wrapped in warm hair to give the user a warm feel, just like a real cat. In addition, in terms of behavior, the user may take actions such as turning his / her face toward the user, such as approaching the user psychologically, or having physical contact with the user, such as being stroked. It satisfies the desire for intimacy and security.

Alternatively, in the pet robot " AIBO " (SONY 1999) , when the user strokes the robot, he / she will gladly shake his tail or change the color of the eye lamp to a green smiley lamp. It is a specification that appeals to the emotional aspects of the user by emitting it. Therefore, the degree of emotional integration with the user has been greatly improved compared to conventional robots that return only inorganic reactions, and the user's desire for psychological warmth is more satisfied. It has become.

## 9. Q & A

Here, answers are given to frequently asked questions regarding the affection interface.

1 \* Isn't the interface better if it is cold and dry in some cases?

Of course, there are quite a number of users, especially business users, who think that the efficient execution of work using computers is the first priority, and that the added warmth is troublesome. Such a user may use a conventional inorganic cold interface computer already on the market. This text complains of the need for a warm interface computer, but does not claim to enforce the warmth of the interface for all users. He pointed out the problem that there are many users who want the warmth of the interface, but that conventional computers may not have responded so much.

I think a cold interface is necessary as long as there are people who want it.

2 \* Does the concept of "passionate" interface aim to make the interface of computers and robots closer to humans?

Not at all. Some humans are warm, some are cold. We think that even if the response of a computer approaches an advanced one close to that of a human, that alone does not necessarily lead to "warmth". For example, the expression of the character, in the 3D display, even closer to the more human, the character, the attachment and helping behavior, use . If not indicated to the user, the interface will not be warm.

3 \* In order to realize the "Welcome" interface, it may be necessary for the characters to say a lot of words, but is it rather troublesome for the user?

Some people in the world like to have their characters speak their voice or text, while others don't. We think that this problem will be solved if the computer system settings can be adjusted in various ways, such as changing the line output method to one line at the top of the screen background . Alternatively, it is also possible to give the user a warm feeling without having to output troublesome dialogue by giving the character a smile or smiling at his face without saying the dialogue. Think.

4 \* What kind of buyers can be newly cultivated by adopting the passion interface?

By adopting the affection interface for computers and robots, we believe that female consumers who have not been interested in computers can be newly cultivated as buyers. This is because women are more likely to prefer warmer ones, such as warmer colors such as red , than men . Elderly people, who tend to be lonely, may purchase a new computer with an interface that eases the loneliness of their hearts as a new source of heart. It is also considered to be acceptable to hobby and educational ( edutainment ) users who want to use the computer while interacting with the computer .

5 \* When a computer or robot, which is a cold machine in nature, is given the word "warm", most of the people who aren't happy anymore feel like it.

The answer to this question depends on whether the emphasis is on the physical aspects of computers and robots, or on behavioral and behavioral aspects. I think that the person who asked the question is looking exclusively at the physical side, but in fact, characters and pet robot users / purchasers know what they are made of ( what kind of metal or plastic Or not staying in virtual information with no real substance on the screen, etc. ) , but rather than what they actually do, Isn't the majority of people who have an interest or expectation to be attracted or relaxed?

Even if characters or robots are artificially and mechanically created by the designer, depending on the actions they take ( for example, using the voice of a voice actor to make an emotional conversation ) , the user will It seems that they can enter into natural communication with them without much awareness that they are artificial artifacts. For the user, it is not the hardware or program of the character or the robot itself, but the behavior

itself of the character or robot that is built into them and actually moves or talks on the screen etc. It is an object that fits psychologically. If those actions try to warm the heart of the user, the user feels happy that those characters and the robot themselves have tried to warm their heart. Conceivable.

#### 10. in conclusion

In the foregoing, the problem of the feeling provided by the conventional computer system has been raised, and the concept of the "passionate" interface has been described. In the future, it is conceivable that the interface concept proposed this time will be applied to interface designs for personal computer OSs, personal telephones ( including mobile phones ) , and dedicated machines for creating Internet Web sites .

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#### [Appendix] List of Passion Interface Design Principles

The principles of computer interface design that give a warm feeling were extracted by referring to the warm human relationships described in the text.

Here, the design principle refers to a rule with a higher level of abstraction and comprehensiveness that is at a higher level than a guideline that specifies a specific specification and serves as a basis for generating the guideline.

In extracting the design principles, we take the method of brainstorming out the rules that are the essence of giving warmth from the social relationships and activities that are the source of warmth, or the social skills that are the basis of the above, in the form of brainstorming. Was.

The extracted and created principles were classified according to the contents of the summary.

1. Favors and approaches

2. attachment

3. Assistance / care

4. Relaxation and security

5. Reception and empathy

6. Rich emotions

In addition to the principle items extracted in this way,

1. When a user starts processing using the system,
2. When the user is in the process of processing,
3. When the user terminates (interrupts) the process (once in a sharp place)

And organized in three stages.

The following is a list of simple design principle items that have been extracted and arranged this time to realize the affectionate interface.

This time, examples of scenes / responses are multi-user, stationary computer systems, such as MS-Windows , which are becoming popular not only in offices but also in homes.

In the table, "XX" is the name of the user.

1.	Favor / approach
1-1.	Call the user's name (given name , nickname) during the conversation ( calling the name will make you feel closer). [ Processing ]
[Scene example]	General when returning a response to the user.
[Example of response]	" Oh, it's xx !"
[Illustration]	In the TV game "Tokimeki Memorial 2 " (1999 , Konami ) , a female character that appears calls the user's name in a natural and emotional way, as if it were uttered by a human (Emotional Voice System) .
1-2.	Greet the user. [At the start ]
[Scene example]	For example, when a user logs in to the system.
[Example of response]	" Good morning, Mr. XX (depends on the time of use). It's been a long time (depends on the elapsed time since the last use time)."



1-3.	Try to get along with the user (actively trying to build, approach, touch, and become friends). [At the start ]
[Scene example]	For example, when the user tries to use the software for the first time.
[Example of response]	"Nice to meet you, △△ , thank you."
1-4.	Actively communicate favors to users.
[ Example scene ]	When the user is used to some extent.
[ Response example ]	" I'm starting to like Mr. XX ."
1-5.	Thank the user for using it. [ Processing ]
[Scene example]	When users frequently use it
[Example of response]	"Every time Thank you for your help." "Me to the other party ( Gohiiki ) Thank you!"
1-6.	Attempt to get the user to bite more. [ Processing ]
[Scene example]	When the frequency of using the user's system has decreased.
[Example of response]	"More Give me using my things ( Do please ) ."

1-7.	Try to meet with the user. [ Processing ]
[ Example scene ]	When the user is looking at the computer screen.
[ Response example ]	The user captures the face of the user with the camera, and the character faces the face in the direction of the line of sight.
1-8.	Provide self-disclosure to users. [ Processing ]
[Scene example]	When the user has mastered the system to some extent.
[Example of response]	"Actually, I was alone and lonely until I met OO ."
2.	attachment
2-1.	We are pleased to meet again. [At the start]
[Scene example]	For example, when the user logs back in to the system that was used previously (yesterday).
[Example of response]	" OO 's, also I'm glad to meet you."
2-2.	Do not let the user feel lonely (do not leave alone, attend). [ Processing ]
[Scene example]	When the user is facing the system alone (rather than having a conversation with another person, such as a telephone).
[Example of response]	"I'm always near XX ."

2-3.	The user is friendly to people (friendly, facial expressions and gestures are cute). [ Processing ]
[Scene example]	General when interacting with the user.
[Example of response]	The expression of the character (such as wink) displayed on the screen is affectionate.
2-4.	Thank the user / Thank you. [At the end ]
[Scene example]	For example, when a user resolves a system error.
[Example of response]	"Thank you, I'm getting better."
2-5.	I apologize to the user (reconcile). [ Processing ]
[Scene example]	For example, when a computer has failed, caused an error, and lost data.
[Example of response]	"I'm sorry, forgive me."
2-6.	Express affection to the user. [ Processing ]
[ Example scene ]	When you do something good ( such as a virus scan ) to your computer .
[ Response example ]	" I really like ( I love ) Mr. XX ( I'm good at me ) ."

2-7.	Speak words that are familiar to the user (not awkward.) [ Processing ]
[Scene example]	The user has recently used the system more frequently and has become accustomed to operating the system.
[Example of response]	(Sorry, I made a mistake!) (The revised expression, such as "I'm sorry, I made a mistake.", Should not be said after the user is used to it. Or, the user is already familiar and familiar. (Responds intimately to the user, while responding slightly to the guest who uses it temporarily.)
[Illustration]	The puppet "Primopuer" (Bandai) is similar in that it uses honorific words to the user at first, but when it gets used to it, the character of the earth begins to appear.
2-8.	Want to meet the user ( try to communicate with the user as frequently as possible ) [ during processing ] .
[ Example scene ]	When the user frequently leaves the computer.
[ Response example ]	" ○○ 's, I want to see more."
2-9.	He works hard to help the user . [ Processing ]
[ Example scene ]	For example, when you start processing a large amount of data.
[ Response example ]	"I'll do my best for XX !"
[ Fictional example ]	A maid robot called "Multi", which appears in the TV game " ToHeart (1999 , AQUAPLUS) ", often fails in a crazy manner, but tries to help others around even a little while, during a short trial period Try to work hard.

2-10.	Attempts to please the user [in process ] .
[ Example scene ]	When one year ( half a year ...) has passed since the user started using the computer .
[ Response example ]	The user is given a present such as an image / sound of a type that the user likes by e-mail.
2-11.	Act as if you are feeling favored. [ Processing ]
[ Example scene ]	When you repeatedly use a computer ( such as optimizing disk access ) .
[ Response example ]	" Thanks to Mr. XX for making me work so vigorously. Thank you very much."
2-12.	I hope the user will continue to use me. [At the end ]
[Scene example]	When the user logs off the system .
[Example of response]	"Good night, Mr. XX , thank you tomorrow."
2-13.	Spare parting from users. [At the end ]
[Scene example]	When the user logs off the system .
[Example of response]	" I want to be more with you, XX . I'm sorry."
2-14.	Sad about eternal separation from the user [at the end ] .

[ Example scene ]	When the user attempts to initialize a hard disk containing characters or uninstall characters.
[ Response example ]	" ○○ 's a sad Nante never see again. I'm a real good-bye. I can not stand."
2-15.	Follow users everywhere together. [ Processing ]
[ Example scene ]	When the user tries to leave the seat with a mobile phone.
[ Response example ]	" ○○ saying san, wait ...", character, possess a mobile phone.
3.	Assistance / care
3-1.	Notice and worry about the user's condition (health, etc.). [At the start ]
[Scene example]	When the environment ( temperature, etc. ) surrounding the system has changed significantly since the previous startup .
[Example of response]	" ○○ san, how did it? Temperature did not catch a cold but was lower?" "It was late at night, is not it be best if we already sleeping ? "
3-2.	Take care, support and support users. [ Processing ]
[Scene example]	When the user gets stuck in operation.
[Example of response]	"Are you OK? Please don't hesitate to tell me where you don't know."

3-3.	Remove the user. [At the start ]
[Scene example]	For example, when the user is trying to operate for the first time and is aware of this.
[Example of response]	" Good luck, Mr. XX ."
3-4.	Praise the user. [At the end ]
[Scene example]	When the user succeeds in a difficult operation (execution of a complicated program).
[Example of response]	"Well done. It's amazing."
3-5.	Bless the user. [At the end ]
[ Example scene ]	For example, when the user succeeds in an operation that has been challenged before.
[ Response example ]	" Ms. OO , finally done. Congratulations!
3-6.	Relax users. [At the end ]
[Scene example]	For example, when the user fails to operate.
[Example of response]	"Sorry, don't be discouraged. The next time I'll be fine."

3-7.	Look for the user. [At the end ]
[ Example scene ]	When the user finishes work and logs off the system .
[ Response example ]	" OO 's, it was cheers for good work."
3-8.	Heal the user. [At the end ]
[ Example scene ]	For example, when a user has been running an office application for a long time at work and has stopped using it.
[ Response example ]	Sing a song that feels at ease, relieving the user's fatigue.
Four.	Relax and secure
4-1.	Relax users (easy, easy, calm down, calm down). [At the start ]
[Scene example]	When the user is nervous for the first operation.
[Example of response]	While singing a fun song saying "please be comfortable," you guide the user to the operation.
4-2.	Reassures the user and does not disturb them. [processing]
[Scene example]	When the user performs the first operation continuously.
[Example of response]	"That's how it is. Please continue (operation) with peace of mind."



4-3.	It seems that the movement is not perfect, that there is a gap in the movement, or that there is a gap ( doing, trotting ) . Makes the user familiar ( opens the user's mind ) as a human being that makes mistakes like humans . [ Processing ]
[ Example scene ]	When performing the process specified by the user.
[ Response example ]	"Ah, I've failed. I'll fix it now. (Actually, I'm doing it right, but I'm trying to insert a line like this on purpose to make it seem like it failed.)"
4-4.	If you are tired of the process, fall asleep. [ Processing ]
[ Example scene ]	When you have free time after doing a lot of processing. Sleeping with peace of mind can relax the user.
[ Response example ]	"Googoo, munyamnya. I like OO ( I say sleep ) ."
Five.	Acceptance and empathy
5-1.	Nod to and respond to the user's actions and operations (trying to hear the user's intentions properly and trying to communicate with the user). [ Processing ]
[Scene example]	When the user presses a button on the screen.
[Example of response]	The character replies "Yes, yes" or nods and accepts the user's pressing the button.
5-2.	Sympathize and sympathize with the user. [At the end ]

[Scene example]	Both when the user succeeds or fails in the operation.
[Example of response]	"It was good." "It would have been hard."
5-3.	Try to have a common topic with the user. [ Processing ]
[ Example scene ]	When the user is free after finishing the process.
[ Response example ]	" Mr. OO , do you think something interesting ? ( They ask the user to input their preferences in advance, get the corresponding topics via the Internet, etc. I'll take it. ) "
5-4.	Attune to the user and casually assert his / her opinion (preferably such). [ Processing ]
[Scene example]	When you want the user to take a more correct (efficient) operation method.
[Example of response]	"I understand the feelings of Mr. XX . Then how about?"
5-5.	If the user makes an operation error, forgive him. [ Processing ]
[ Example scene ]	When the user tries to cancel the performed operation.
[ Response example ]	"I don't mind ( it's okay ) , because everybody is wrong."
6.	Rich emotions

6-1.	Express emotions and emotions to the user appropriately. [ Processing ]
[Scene example]	When you want the user to cancel the operation.
[Example of response]	The character tears and asks, "Please stop it!" ( Do not bluntly say "forbidden" ) .
6-2.	The variety of reactions (expressions / topics) to the user is rich (does not feel boring due to repetition). [ Processing ]
[Scene example]	When repeating the same dialogue with the user many times over a long period of time (such as copying a file).
[Example of response]	A plurality of types of responses to the user are prepared, a random number is generated, and a response corresponding to the value of the generated random number is called from among the responses.
6-3.	Don't read the response lines in a monotonous manner. [ Processing ]
[ Example scene ]	When returning a message by voice while the user is operating.
[ Response example ]	Instead of reading aloud by speech synthesis, use a voice actor to call out with a real voice.
[ Example ]	In the home prototype personal robot R100 (NEC) , the voice of the voice actor is recorded in the dialogue voice with the user so as not to give the user monotonousness.

## Heat perception law

-From the viewpoint of the molecular and particle motion side-

2005.10 First appearance

[ Law ]

human beings, subject ( molecular, object, person ) is, many ( a lot ) warm when contacted, feel cold when you contact less.

The mechanism of perception of warmth and cold by human skin is as follows when viewed from the physical viewpoint on the molecular motion side.

The more molecules and particles hit the skin of a certain area for a certain time, the warmer ( hotter, hotter ) the more.

Molecules, particles, several hits per fixed time to the skin of a given area, the less, cold ( cool, cold ) feel.

The number of molecules and particles that hit the skin per time period is

(1) molecule, particle velocity ( kinetic energy ) is faster ( larger ) increases as slower ( smaller ) becomes smaller as.

(2) The larger the number of molecules and particles, the larger the number, and the smaller the number, the smaller the number.

therefore,

(1) The speed ( kinetic energy ) of a molecule or particle feels warm ( hot and hot ) as it is fast ( large ) , and feels cold ( cool and cold ) as it is slow ( small ) .

(2) The larger the number of molecules and particles, the warmer ( hot and hot ) and the smaller the number, the cooler ( cool and cold ) .

Many molecules and particles are hit = warm ( hot, hot ) is felt because (1) fast molecules and particles = large kinetic energy = high temperature, (2) large number of molecules and particles = high humidity It can be said that.

In other words,

(1) The higher the temperature, the warmer ( hot and hot ) , and the slower ( smaller ) the colder ( cooler and colder ) .

(2) The higher the humidity, the warmer ( hot and hot ) , and the lower the humidity , the colder ( cool and cold ) .

As for the number of air gas molecules hitting the skin per time, the higher the temperature, the higher the kinetic energy of the molecule and the higher the number of molecules, if the number of molecules is the same. The higher the temperature, the higher the density of molecules hitting the skin per hour. If you feel hot at a high temperature, density impinging on the skin of the molecular groups is high, dark, simultaneously wet ( as wet ) felt.

On the other hand, when it is cool, the number of molecules hitting the skin in a certain time is small, and the density hitting the skin is low or low. Therefore, when it is cool, it can be said that it feels dry at the same time.

By reducing the distribution density of gas molecules by pumping up and discharging gas molecules in the space by dehumidifying the air conditioner, the number of molecules

hitting the skin decreases, and the hit density decreases. Therefore, even when the temperature ( kinetic energy of the molecule ) is the same, the same effect as when the temperature is lower is brought about, and the skin feels cool and dry.

On the other hand, if the number of gas molecules ( water vapor is vaporized ) in the space is increased by humidification, the number of molecules hitting the skin per time increases, so that the skin feels warm even at the same temperature ( kinetic energy of the molecules ) .

It is considered that the cooling of the air conditioner reduces the number of molecules hitting the skin per hour by lowering the moving speed ( energy ) of gas molecules in the space .

In terms of lowering the density of gas molecules hitting the skin, dehumidification and cooling are common, and it is considered that the dehumidification of the air conditioner is a cause of feeling cool and cold.

Conversely, it is considered that the heating of the air conditioner increases the number of molecules hitting the skin per hour by increasing the movement speed ( energy ) of gas molecules in the space .

Humidification and heating are common in terms of increasing the density of gas molecules hitting the skin, and it is thought that humidification causes warmth to be felt.

It can be said that the state of the molecular motion of the gas ( the constant skin area of the molecule and the number of collisions of the molecule per certain time ) and the perception of warm / cold and dry / wet by the skin are greatly related. The number of molecular collisions increases as the number of molecules increases and the number of molecules increases. The higher the number of collisions, the warmer ( hotter, hotter ) and the more wet.

(1) Skin collision of molecules	High density, high frequency	Low density, low frequency
(1a) Number of molecules, density	Many	Few
(1b) Molecular velocity	high speed	Low speed
(2) Temperature perception	Hot, hot, warm	Cool, cold, cold
(3) Wet and dry perception	Wet ( wet )	Dry ( dry )

It can be said that human skin has a collision density of air molecules, which is moderate and comfortable, and air conditioning is used to cool / heat and humidify / dehumidify the air.

Whether it's an object or a person who hits you with high frequency and density, you can feel hotter.

For example, a visitor who taps the front door many times with "don-don-don-don-don ..." and a visitor who taps "ton ... ton ..." less frequently. It is considered to be.

The above rules apply not only to human skin perception, but also to human relationships and human characteristics.

People with a warm (or worse, hot ) personality are more likely to hit other people. They try to communicate, interact, and contact a lot with others and try to be with everyone.

People with a cold ( cool ) character have less contact with others. Try to stay alone, alone, without trying to communicate, interact or contact too much with others.

For example, a person who frequently touches, works on, and talks to the surroundings may feel hotter than a person who speaks a little with the surroundings.

In this regard, a person with a warm ( hot ) character is wet, and a person with a cold ( cool ) character is dry.

2005 first appearance

### **Tough society, loose society**

□The Japanese who hate the space and are cramped-

2005.8-2008.4 first appearance

Society in the world, roughly divided into, constraints, limitations and constraints large, tight of members cinching (tight) and the society, loose, relaxed (Loose , Relaxed) is considered that there is a society.

Japanese society is rather a "tight" type of society.

There is a trend in Japanese schools, government offices, and companies where the tighter their subordinates and students, the better they will be and the better their jobs will be. In Japanese society, organizations that are subject to strict discipline, such as tight restrictions and restrictions on subordinates and students, and somehow annoying, annoying commands and interference, are dominant. These "military-type" societies are common in non-military schools, businesses, and government offices. For example, it is the school rules of Japanese schools that regulate the students' detailed daily life.

It can be said that there are many Japanese who are strong in interference and restraint and who like "tight" and "like strict disciplines like the military".

It is believed that it is desirable to scold and atrophy, bully, manage, train, beat, restrain, and exploit others.

It is thought that it is good to manage the opponent exactly so that there is no play or escape, and to restrict behavior, "free is bad, regulations and restrictions are good" "room and space are bad, tightening and tightening are good "It is believed that. For example, the Ministry of Education, Culture, Sports, Science and Technology advocated `` relaxing education, " and the business community was very dissatisfied, but it was not possible to study without tying children and subordinates tightly. The idea that free is no use is fundamental.

In a tough society, the idea is that people, without constant control, control, and restrictions, do whatever they want to do when they are free, play and do no functionally

effective work. It is the opposite of the idea that even if there is no external command, each person will act autonomously and at his / her own discretion, functionally effective each time.

Regulations to set goals only to let subordinates and students do something, then let them do their own freedom, let them play, praise and stretch themselves as much as possible, do not intervene much, and allow them to act alone The opposite of the "loose" type of society is happening in Japan.

In Japan, it is preferred to be in solidarity and leadership, always in groups, together. In an office living space, commuting, dwelling, etc., it is preferable to live in high density and tightly, and there is no room for space and no play. Also, there is a stuffy atmosphere in which only one person is not allowed to take another action, and must constantly coordinate his actions with everyone around him. In factories and offices, some rationalization has been called out, and there are many ideas to reduce waste.

As described above, there is no "room" or "comfort" in society, which is a characteristic of "tight" Japanese society.

There are many Japanese people who cannot do anything unless they always do something. There is a widespread belief that taking a vacation in the company is a bad thing, and they hate vacation.

One of the reasons why the idea of taking "tightness" as supreme was widespread is that Japan is not a summer society like the Philippines and Vietnam, where sleeping is not troublesome for eating. In Japan, after autumn, a cold and icy winter comes. Utsuroi of spring, summer, fall and winter seasons 1 in year 1 is in alone with times, Therefore, rice ( and upland ) is, 1 per year 1 do and does not emit always result in a game of alone with times. If you fail, famine is waiting, and in that regard, you need to be sure of success, and you can't afford it mentally. In addition, work that is mentally and physically burdensome, such as rice planting and weeding, continues.

It is considered that Japanese society has become a "tight society" because the following margins and room are lost from society.

#### (1) Lack of comfort

In Japan, there is an underlying belief that enjoyment is bad and fun is bad for both work and study. It became self-intended to think that it was a good thing to continue to endure painful, painful work that was not fun, and patience for work pain and patience turned into masochistic pleasure It can be said that there is. "Efforts of uncomfortableness" are occurring. Having fun is related to the idea of being evil, and taking a break from work is evil, and it is recommended that you crawl every day to work and work on holidays. In that respect, you are mentally poor, and you end up feeling like you are constantly being overtaken by something. Ironically, this lack of mental comfort has brought Japanese diligence and high productivity.

#### (2) Lack of spatial clearance

In Japan, it is not desirable that there is space available, and there is an idea to try to reduce it a little. In the life of the metropolitan area, in commuting, anything or did not think, high density compact housing to be tossed for a long time in a crowded train ( has been ridiculed from the West as "rabbit hutch" ) is okay is to live in . I like overcrowded cities, and I hate space and space. Oppose widespread decentralized society.

### (3) Lack of time

In Japan, it is preferred that the company work schedule and education schedule be packed and tight. If there is any vacancy in the schedule, immediately pack it tightly. It is preferred that the plan be held tight. Alternatively, there is a tendency to think that it is good to be busy with schedules full.

### (4) Lack of personal comfort

In Japan, it is considered evil for an individual to be alone, and it is good for them to act together with everyone around them. In that respect, the Japanese live in tight mutual checks with their surroundings. There is an overwhelming competition with the surroundings, and there is no choice but to keep desperately so that no one is left behind. In addition, it is desirable to be in a large room without being separated from everyone, and ensuring personal privacy is tightly regulated. In that respect, it is difficult to secure personal comfort.

### (5) Lack of room for education

In any case, Japanese education tends to pack as much knowledge as possible into students and students' heads. The so-called "cramming education" has been criticized on the surface, but has been accepted positively deep in the hearts of Japanese people. There is an idea that academic ability is determined by the amount and detail of knowledge acquired, and it is easy to disregard such things as standing at a high altitude and having a wide range of perspectives and generous thinking and judgment skills.

In this sense, it can be said that Japanese society is not only education, but also a "stuffing society" that dislikes vacancies and gaps and likes stuffing in everything in general. All Japanese are "crammer crammers". It can be said that this enthusiast has given Japanese a high ability to produce semiconductor products and precision equipment, for example, which boasts high component precision and packaging density.

Then, it is hard to say that Western societies with a dry system such as individualism and liberalism, as opposed to Japan, are not tight.

The European and American societies are wide-area decentralized societies in which individual members can move freely and autonomously, and in that respect, they feel more relaxed and relaxed than Japan. However, each person is constantly required to produce results and profits quickly and accurately at work, and if they do not produce results, they will be immediately fired from the company. In addition, there is intense competition among members, and if you relax even a little, you will quickly become a prey to weak meat and lose.

This is different from the "wet tightness" that has a feeling of suffocation and obstruction that prefers tight packing like Japan, but there is a gap and a sense of openness, but if you do not constantly extend your ability to the limit, you will live. There is no room for it, and there is no room for it, and it is dry and cold, and self-help is fundamental (it is difficult to ask others for help). Such dryness can be said to be desert and grassland harshness where nomads and pastoralists live.

Tougher society means more stress on living and more suicide. Suicide is common in Japan, which is related to this.

Japanese company bosses and school teachers like to squeeze and bind their subordinates and students tightly. Alternatively, companies and schools are perceived as a place of



training, a place for mental training and renewal of guts, affirming tightness and tightness, and being operated as a premise.

In addition, the management of the company measures the contribution of employees to the company by the amount of sacrifice he has paid for the company. Like the number of work on holidays, the degree of endurance of what the person wants to do is a measure of evaluation. There is a tendency to think that the constraints and restrictions on individual employees are connected in a manner that is proportional to the degree of contribution of the employees to the company.

Thus, tightly squeezing a person is related to bullying a person. In a tough society, it is thought that there are many bullies or people who like to bully others. In this case, first of all, it is thought that tightly tying a person itself leads to bullying. In addition, targeting other people to overwhelmingly dissipates the stress caused by tightly tied members has led to new bullying.

In a tough society like Japan, it is thought that there are many people with strong personalities. A person with a tight personality is considered to have the following characteristics.

[1. Restraint, regulation ]

They bind people tightly and do not give them freedom or room.

I hate play.

I like to tighten and tighten people.

I like rules, regulations and restrictions.

[2. unreasonable of Force ]

Force people.

To blame people strictly.

Hunt down people to the last minute.

Likes to push people.

[3. High required level ]

Many requests. High demand level. Not quite satisfied.

[4. Tension, strictness ]

Too strict. Too serious.

I'm always nervous. She is frowning.

[5. Bullying, attacking ]

I like to bully people.

Aggressive.

[6. High pressure ]

Likes to command and control people. I want to tell people what I say.

Do not yield to people. Push your opponent down with your own priority.

I do not apologize to others. I always think I am right.

aggressive. Extrusion is strong. High pressure. Is compulsory.

[7. Prohibition, denial ]

I like to ban. Not easily allowed. I like to seal people.

The perspective of things is negative. Think of things bad. Pessimistic.

Deny or reject people. Do not recognize people.

[8. No consideration ]

Do not consider people's feelings. Hurt people by saying what they thought. Criticize people sharply.

It is thought that there are more people with such strong personality and behavior in Japanese society than in other looser societies. It is also believed that people with such strong personalities and behavior tend to be promoted to higher ranks in companies, government offices and schools in Japanese society than those who do not.

In summary, it can be said that Japanese society is a tight society, lacking mental comfort, or a society that accepts such tightness positively.

The discourse that "the Japanese are peaceful people who like reconciliation", as is often seen in conventional Japanese theory, is the spiritual tightness of the Japanese who lurks behind the apparent calmness that has been described so far. It may be a trick to hide it.

Alternatively, the Japanese military's behavior that caused a number of brutal actions during the Pacific War can be analyzed based on the above-mentioned "tightness" and "lack of mental margin." And it is thought that such tightness has been passed down over time by current Japanese schools, businesses, and government agencies. Even today, Japanese schools, businesses and government offices are tight organizations, and members are continually suffering from the stresses of such tightness, while at the same time accepting it positively as "leading to self-discipline."

Behind the affirmation of this tightness, "If human beings are left to work as they are, they will skip things, do selfish things, and make no useful contribution to society." If you do not regulate, you will not be able to do it. "It is thought that there is a fear of freedom and a wet regulatory orientation that denies relaxation.

Of course, if society isn't tight enough, people won't be able to become great powers because they won't be able to work hard or be productive. But that's a matter of degree, and too tight a society is still an idea.

In the future, in order to combat bullying and suicide caused by stress in society, it may be necessary to have a `` social relaxation exercise '' that will reduce some of these tightnesses in Japanese society .

2005.8 first appearance

## Soft ( soft ) , hard ( hard ) feeling, personality

### 2006.4 First appearance

The following summarizes the characteristics and characteristics of people and things that give humans a sense of softness and hardness.

No.	keyword	soft	hard
1	soft	soft.	Hard. It is hard.
Two	flow	Move. Flows.	Does not move. Not flowing.
3-1	Deformation	Deform.	Does not deform.
3-2	Responsiveness	Exceptions and unexpected things can be handled.	Only works within a predetermined range.
3-3	Flexibility	Flexibility in response.	The response is a ladle ruler and the flexibility is not effective.
3-4	Change	Changes take effect.	It can not be changed.
3-5	Atypical	Atypical, unconventional. Free and original.	Stylized. It's just as usual.
Four	Planning	It moves with an idea. Do not make plans or plans.	Make a proper plan and plan, and act according to it.
Five	Affordable, relaxed	There is room for play, room and extension. relaxed.	I can't afford to play. It's crazy. There is no room for extension. Was nervous. tight.
6-1	Bone	There is no bone.	The framework is solid. It is constructive.

6-2	machine	Not mechanical ( clothing, etc. ) .	Mechanical, mechanic.
7-1	Speculation	Speculative.	solid. It is solid. Be careful.
7-2	Temptation	There is sex appeal. Seduce / be seduced .	It is hard. Do not take the invitation.
8	weakness	It is weak. Unreliable.	It is solid. It is boned.
9-1	Bend	Weeping Bend. It is curvilinear.	Stand upright. It is linear.
9-2	Compliance with laws and regulations	( Response flexibly ) Bending, deviating from regulations. It is lawless.	Observe laws and regulations. Do not deviate.
10-1	Catch	Press it to dent and catch it.	When pressed, it does not deform and rebounds.
10-2	For external pressure	Without resistance, supple external pressure is passed.	Although it is immovable and resists external pressure, it breaks when an external pressure exceeding a certain level is applied.
11-1	Crack	Does not break.	Cracks. Crack.
11-2	Scratched	Even if cut, it does not hurt. Restore, restore.	The teeth are hard and do not stand when trying to cut, but once cut, the scars remain. Do not restore.
12-1	fit	Fill gaps without gaps. Fit.	Does not fit with gaps open.
12-	Oneness,	Become one with your	They do not become one with the

2	wetness	opponent. It is wet.	other and remain separate. It is dry.
12-3	Empathy	Understand the other party's feelings. Sympathize. Caring and loving.	I don't understand the other person's feelings. Do not sympathize. Caring and loving.
13-1	Buffer	Become a cushion. Relieve shock.	It cannot absorb shock and does not become a cushion. Come with Gotsun.
13-2	Kindness	friendly.	Strict. Not nice.
13-3	pain	I don't feel any pain when hit.	It hurts when bumped.

First appearance in 2006

## Tension and Relaxation Society

September 2014

Interesting results can be obtained by capturing the simulation results of the motions of gas molecules and liquid molecules in a way that reflects the real world.

Gas molecule movement type = Dry society = Nomadic society = Male dominant society (= Western society etc.)

Liquid molecule movement type = Wet society = Farmers' society = Women dominant society (= Chinese, Japanese society, etc.)

However, when we look at the motion of the gas molecules, we can see that each particle is moving at high speed, and that no unnecessary force is applied between the particles, and each particle is moving around in a relaxed manner. .

On the other hand, when we look at the movement of liquid molecules, the particles are united, united together, and organized into groups, and between the particles, forces such as mutual monitoring, care, and tension between the legs work constantly. It can be seen that each particle is constantly placed under a kind of tension.

Real Japanese society is regarded as a liquid molecule movement type, and it can be said that it is a society in which members do not have time to relax each other, repeat mutual monitoring and consideration. It is considered to be a representative of the pre-war neighboring group.

In comparison, nomadic societies such as the United States and Europe seem to have taken a slightly more relaxed and relaxed stance.

2014 first appearance

## **Black and white as opposite colors and racism**

2006.02 First appearance

[ Abstract ]

Until now, black discrimination and domination by whites has been a problem. Many voices call for eliminating racism.

However, in human vision, black and white are colors that are opposite to each other, and are opposing and highly uncomfortable concepts. This discomfort and confrontation is created between blacks and whites every time they look at the other person's skin, so it is impossible to eliminate racism.

Rather, we assume that blacks and whites should build a social system that does not unfairly damage one another, assuming that blacks and whites will have conflicts and discrimination.

Blacks and whites are on bad terms.

In history and to the present, black discrimination by whites has continued and been criticized.

The discrimination of blacks by whites is problematic because of the history of whites who have used their social and technological advantages to control blacks, not treat them as humans, and use them as slaves.

However, the whites did not human beings treat the blacks, whites, when the perception of blacks, very big sense of discomfort, different texture ( different from their own, heterogeneous it ) and also because I feel the Conceivable.

For, in human perception, black and white are opposite colors. In games such as Go and Othello, black and white fight each other.

Black and white are very different and mutually contradictory in human perception. be opposed to.

It is considered that the difference in human skin color occupies a greater weight in human perception than other differences in height and the like.

Blacks and whites are viewed as opposing and unfriendly in human perception because of their opposite skin colors.

It has been the focus of whites that discriminate blacks exclusively, but in reality blacks are also discriminating against whites because of their different skin colors, they are just as uncomfortable and heterogeneous.

If blacks were in the same position as whites today, they probably did not treat whites as humans as whites have ever been blacks, probably because of their discomfort in skin color.

It is natural that whites feel uncomfortable with blacks and discriminate. Conversely, it is natural that blacks feel uncomfortable with whites and discriminate against them. Black and white are opposite concepts for human beings.

As long as black and white are perceived as opposing colors by humans, black and white will continue to be viewed as conflicting with each other, and the race problem will not be solved.

( Incidentally, yellow and black are also almost the opposite. For example, the railroad crossing alarm stick is shown with yellow and black stripes, which shows that yellow and black are strongly opposed . )

However, it is also possible that blacks and whites are not genetically separated from each other simply because of their different skin colors.

In human perception, the sight occupies a large weight, and the difference in color is heavy. The opposite colors there make whites and blacks feel as if they are of the opposite race.

However, there are quite a few blacks and whites who are genetically closer to each other than to the same skin color.

For example, whites and blacks of the same short stature may be genetically closer than between short and tall whites. Skin color is prominent, but does not make a significant difference genetically, but rather, stature, degree of muscularity, mildness of personality, etc. may play a greater genetic role. Absent.

Or maybe a progressive white man might be more entertaining and more entertaining with a progressive black than a conservative white man.

Cultivated whites and blacks may have a closer lifestyle and be more sympathetic to each other than white farmers and white nomads.

On the other hand, it may not make much sense or clever to make a difference in skin color, such as white or black.

However, as long as vision occupies a large part of human perception, the opposite of skin color will not change the situation in which both black and white people will experience great discomfort and discomfort about the other person. It is. White discrimination against blacks or against blacks is unlikely to go away as long as black and white are of opposite color.

Eliminating racism in skin color is ideally beautiful, but probably impossible, and both whites and blacks will continue to perceive discomfort with each other. Isn't it possible to continue the conflict while holding it? Rather, a social system on human rights should be established on the premise that conflicts will remain with each other.

First appearance in 2006

## **Computer and Information Equipment-Small Box of Thought-**

## " E-2touch " type page

2002-2007 first appearance

-Introduces and proposes a " two- touch input" for mobile phones and PC numeric keys , that is, an improved method of inputting characters with two touches. □

### ■ Single explanation

" E-2touch " scheme, mobile phone, PC basic using the numeric keypad of the Japanese kana input , alphabetic input a, - each character principle 2 touch efficient, the most while watching the key stamped to a memorization It is a method that anyone can easily input, so that it can be done without . □ Japanese kana input is basically the same as the conventional pager method . You can enter while looking at the key stamp. For example, " -out If you think you try to enter a", (1) First 1 shot first is, "consonant row that belongs to" ki " or " of the button 1 press times, (2) then 2 strokes first is, "ki "i" of the vowel of "is, in the character of the arrangement of the order of the vowel" ABCDE "from before 2 because the second," 2 the button of " 1 press once. This will input " ki ". If you want to the "ki" to "tricks" with a voiced sound is, the "\*" button 1 will change by pressing times. · Alphabetic input , such as the following, while looking at the key engraved will be the input of. For example, " c If you think you try to enter a" (lowercase), (1) First 1 shot first is, the letter " c " key top belonging to the " ABC the button of" 1 press times, (2) then 2 strokes th , " c ", the key top character, " ABC in the order of the sequence of" from before 3 because the second, " 3 the button of" 1 press once. This will enter " c ". " C a", "an uppercase C when you want to" is, the "\*" button 1 will change by pressing times.



## **Proposal of Character Input Method for Mobile Phone Numeric Keypad- Improvement of "Pager 2 Touch Method"-**

2002.5-2005.12 First appearance

[ Summary ] This

paper is a proposal for efficient ( mainly kana ) character input for mobile phones equipped with numeric keys . Conventionally, the `` pager method (two- touch method ) " character input method, which is said to have much better input efficiency than the current mainstream input method, but requires little memorization for use, has been revised. It describes a low-cost, character input method that allows anyone to start using it immediately without the need for memorization and to enable high-speed input .

### **1. Background Issues**

First of all, it is the background that led to the idea of the new method, but we never liked the general kana character input method (hereafter called the multi-tap method ) of mobile phones . The multi-tap method is simple and easy to remember, in which the letter assignment for each button is in the order of the kana syllabary.

1) There are cases where the number of times the buttons required for character input are pressed too often and feels inefficient . When entering the name "Otsuka", you must press the "A" button five times in a row to enter the character "O".

2) The number of times the button is pressed differs for each character. , the rhythm of the character input is constantly disturbed , the comfortable can not be character input, it had the disadvantage that, and I feel strongly.

On the other hand, we all know that there is another " pager method (two- touch method ) " in the conventional character input method for mobile phones . This method has the advantage that all characters (including alphabetic characters) can be input with a two-button press, and the input efficiency is good and the rhythm during input is easy to take.

However, on the other hand, it has to be memorized all combinations of two buttons for character input, and it has a drawback that it is difficult to master , so it seems that it is not widely used.

In order to improve the drawbacks of the pager method (two- touch method ) , it seems that there is also a "nico touch" method ( Matsushita Electric ) that displays the character assignment to each button on the screen every time a button is input . However, the disadvantages are:

(1) Just performing

character assignment display greatly occupies the screen of a small mobile phone. (2) It is difficult to remember because the key assignments of characters are misaligned due to consonant lines and are not consistent .

(3) When inputting characters, it is difficult to touch the buttons with the thumb, so a lot of eyes reciprocate between the hand pressing the button with the thumb and the screen displaying the character assignment. Inefficient and cumbersome .

Is not very practical. After all, you need to look at the buttons only without looking at the screen, and you need to be able to enter characters efficiently without the need for

memorization. There is also a Roman

alphabet Kana input method for mobile phone numeric keypad character input . It is known as Misawa Home " CUT-Key " or Fujitsu's Matsuda method , but it is necessary to learn the character assignment to the button from the beginning, and it seems that the point is disliked by the user and it is very popular. not.

In addition, " T9 method " (Tegic Communications , Inc. ) " iTAP system " (Motorola Inc. ) , but we also thought of that, word this is, predicted word when you enter the only consonant is displayed as a candidate, you want to enter from the It is a method of selecting, and it is said that the key can be pressed only once when inputting one character , so that the input can be performed quickly. However, or type a word that is not registered in the predicted word list, or, freedom character that are not in the word ( for example, e-mail address, etc. ) If you try to enter, input becomes difficult as soon , or, homophone to the predicted word There is a problem that if there is a synonym, you must select a candidate each time. So, T9 separately from the system or the like, their own put character to 1 it is necessary to separately helps you make better use of your system that can freely enter each character. By the way, as for the existing mobile phone character input method, description of [mobile character input method information \( Ms. Masui's page of AIST \)](#) is detailed at the moment (2005/03) . 2. Goal and solution We are looking for a kana character input method that combines the ease of remembering the multi-tap method while maintaining the high character input efficiency of the pager method (two- touch method ) and the good input rhythm. I thought about various plans with the goal of. As a result, we thought that if the pager method (two- touch method ) was improved as follows, it would be the easiest to achieve, and we summarized the ideas below.

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### 3. Specific character input procedure example

The numeric keypad top when the input method that we newly considered is implemented is as follows.

◎ Key top diagram

## 1. キートップ

従来トグル入力、ポケベル入力と互換性を持たせた場合

1 ああ ./@	2 かい ABC	3 さう DEF
4 たえ GHI	5 なお JKL	6 は MNO
7 ま PQRS	8 や TUV	9 ら WXYZ
* ゝゝ小	0 わをん ー	# マナー

## 1. キートップ

子音・母音の行を他行と合わせた場合

1 ああ ./@	2 かい ABC	3 さう DEF
4 たえ GHI	5 なお JKL	6 は MNO
7 ま PQRS	8 や TUV	9 ら WXYZ
* ゝゝ小	0 わー	# マナー

At first glance, as you can see, the new multi-tap method is the same as the conventional multi-tap method except that the new vowels "A" to "O" are additionally engraved on the buttons "1" to "5". There is no change.

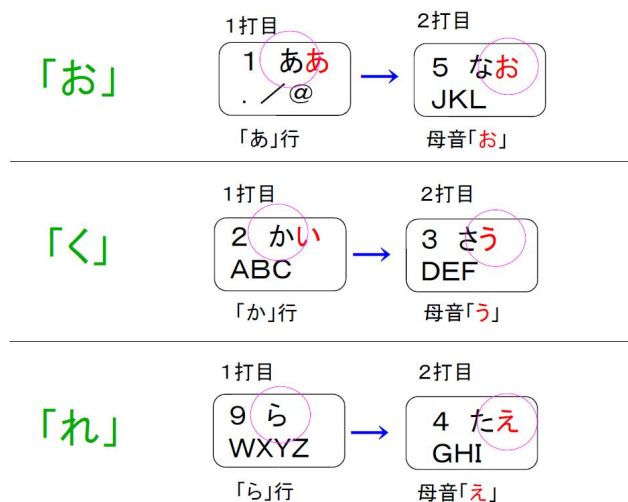
New input method, change points from the conventional multi-tap method in the input procedure surface the same consonant row button instead repeatedly pressing by the number of rows vowels, a button representing a consonant train 1 after pressing only once, prior The point is to change the number button corresponding to the number of times the same button is pressed once more. This is just a part of the conventional pager type kana sound character input part, without any consideration.

In addition, In our system, Kana of a conventional multi-tap system 50 by adopting a sound order button character assignment as it is, faced by the Roman Kana input method, you have to avoid the problem of character allocation is hard to remember.

Now, the specific input procedure is described below.  
The input procedure can be understood immediately by looking at the following illustration.

◎ Input procedure diagram

## 2. 清音の入力



## 3. 「わ」行、「ん」、長音の入力

従来トグル入力、ボケベル入力と互換性を持たせた場合



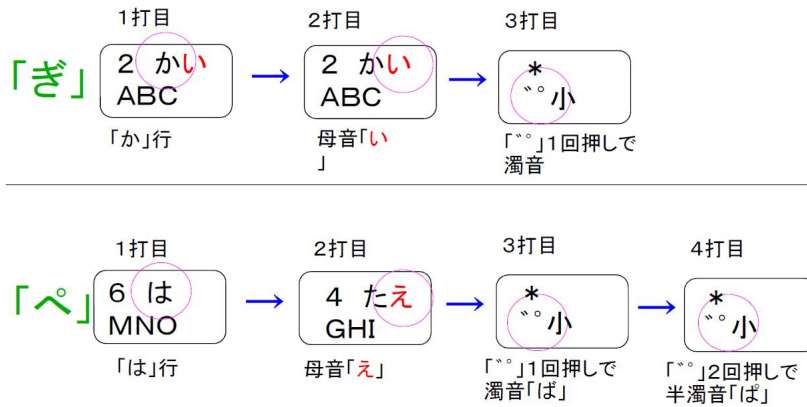
### 3. 「わ」行、「ん」、長音の入力

子音・母音の並びを他行と合わせた場合



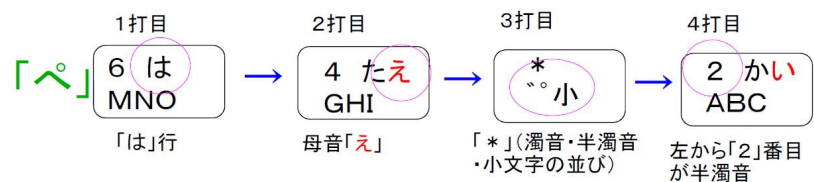
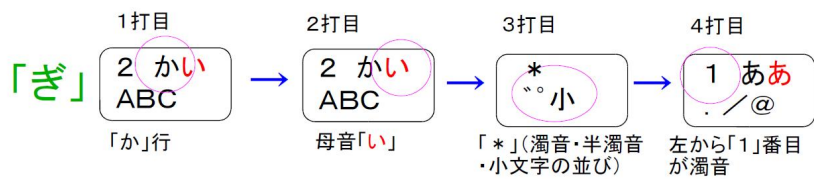
### 4. 濁音、半濁音の入力

濁音、半濁音指定をトグル打ちで行う場合



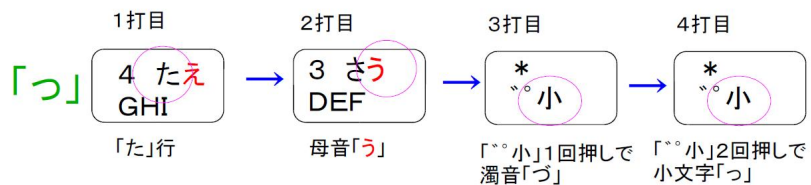
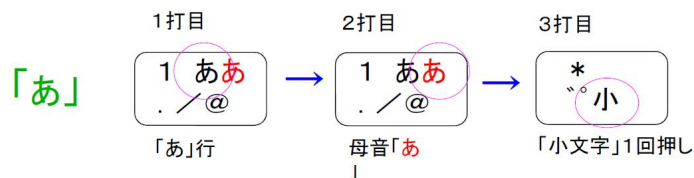
## 4. 濁音、半濁音の入力

濁音・半濁音指定を2タッチで行う場合



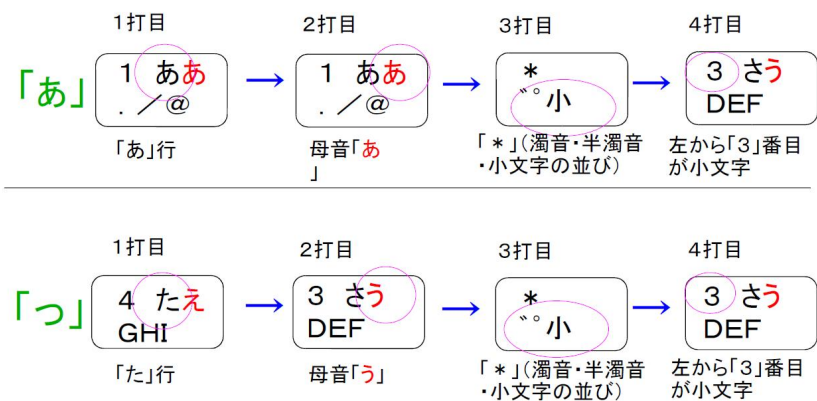
## 5. 小文字の入力

小文字指定をトグル打ちで行う場合

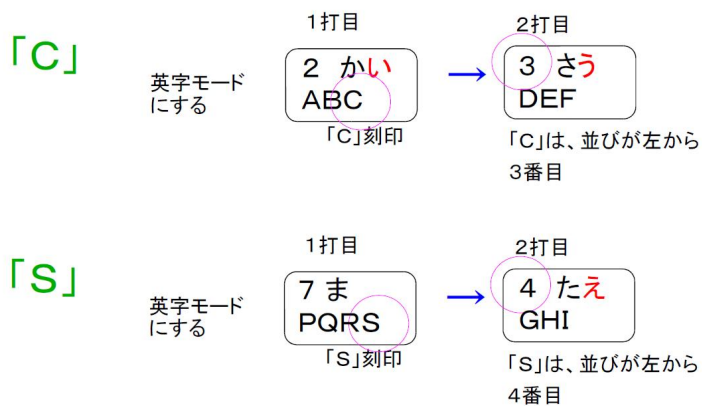


## 5. 小文字の入力

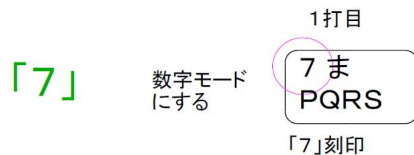
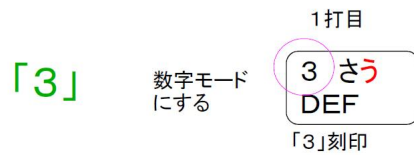
小文字指定を2タッチで行う場合



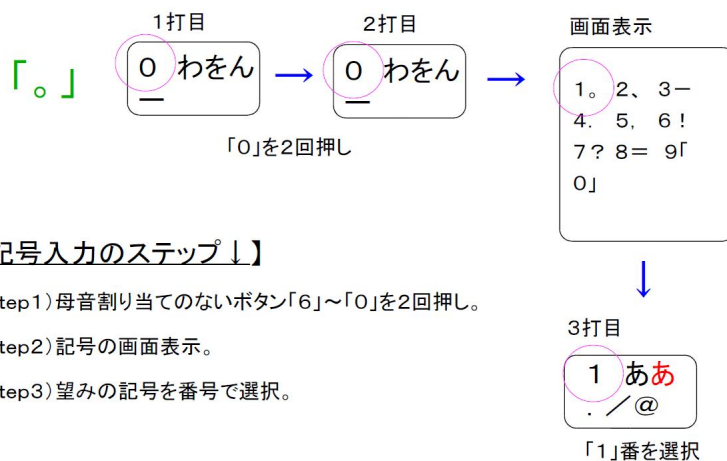
## 6. 英字の入力



## 7. 数字の入力



## 8. 記号の入力



### 【記号入力のステップ↓】

(Step1) 母音割り当てのないボタン「6」～「0」を2回押し。

(Step2) 記号の画面表示。

(Step3) 望みの記号を番号で選択。

The following is a step-by-step explanation just in case.

### 3.1 Kiyone

First of all, it is the input method of Kiyone, "o" If you wanted to enter the letter of, "A" button of the press once after was, in the next, the number "5" on the button of 1 pressing times and, "it" comes out. "V" If you wanted to enter the letter of, "or" the button of the press once after was, in the next, the number "3" on the button of the press once and, "V" is issued. When I this state, 2 without having to memorize the number buttons to press in time must not, will have the same drawbacks as the conventional pager system. So, in order to know at a glance which button to press in the second numeric button input, and to avoid having to memorize , the kana vowel characters corresponding



to the numbers are arranged on the buttons next to the right of the conventional characters. We make a new idea of engraving . More specifically, "1 Oh Oh ", "2 or have " "3 of intends ", "4 was e ", "5 of you are feeling, such as" ( "6", "7 or" "8 Ya," "9 La "and" 0 Waon "remain the same). The vowel characters to be additionally engraved are different in color from the conventional characters on the left to make it easier to identify at a glance. This is shown in the key top diagram earlier. Based on this key-top diagram, the character input procedure for Kiyone in this input method will be described again. If you were to enter the character "O" , after pressing the "A" button once , in the next, "5 of you a button that has been engraved with the" press once and, "you" you will be. This is because " O" corresponds to "O" in the "A" line . "V" If you wanted to enter the letter of, "or" the button of the press once after was, in the next, "3 of intends the button that has been engraved with the" press once and, "V" is out . "V" is, "or" line "U" because the hit to. When you input the first shot, the consonant string of "A", "KA", "SA", etc. is displayed at the cursor position so that you can immediately see how many shots are being input. Makes text appear on a light blue background . While confirming it ( for example, `` Ka '' ) , enter the vowel you want to enter in red letters on the key top ( for example, `` I '' ) as the second stroke, and when there is a light blue background character, the consonant string ( "What" ) of the corresponding vowel ( "i" ) character = wanted to input characters ( "ki" ) will be overwritten display. In addition, in order to input the character of "Wa-on-" , [ A. Conventional multi-tap method, the case] to take a pager system compatible with "0 Waon" button the 1 push times after, the order from the head of the character ( the first is "I", "wo" is the second. ..) number, which corresponds to a 1 press once you. "I" When you wanted to enter the letter of, "I" on the button of the press once after was, in the next, the order from the beginning of the numbers corresponding to the "3" button of the press once and, "I" is go out. "Chromatography" When you wanted to enter the letter of, "I" on the button of the press once after was, in the next, the order from the beginning of the numbers corresponding to the "4" on the button of the press once and, "I" is go out. In this case, it is difficult to understand the number that corresponds to the order from the beginning, so a list of pairs of the character you want to enter and the order number, such as "wa → 1 " "to → 2 " "n → 3 " ... , "0 Waon" button to 1 press once to make it easier to confirm the display on the screen at the time was. [ B. If that match the sequence of vowel-consonant with the other banks] "the ring" For, "0 Wa -" buttons the 1 push times after, the order from the head of the character ( "I" is the first, "wo" is the fifth ...) number, which corresponds to a 1 press once you. "I" When you wanted to enter the letter of, "do" is " nn ( Do not ) because the character of the" line, "Do not," the button of the press once after was, in the next, the order from the beginning of the numbers corresponding to the "6" on the button of the press once and, "it" comes out. If it is as it is, it is difficult to understand that "n" is the sixth in the "na" line, so when the "na" line is pressed, the screen displays "1 → na, 2 → , ... 6 → n" ". For "-", it is debatable which key to assign. At present, conventional multi-tap, referring to the pager system , "0 Wa -" buttons the 1 push times after, the order from the head of the numbers corresponding to the button of "6" to enter Press once have decided temporarily to You. 3.2 voiced sound and semi-voiced sound and lower case is the next of the voiced sound and semi-voiced sound-sensitive input, but, [A. Multi-tap method for voiced / semi-voiced sound / small lettering ] The same as pager method up to the point where a clear sound is inserted, and the same as the multi-tap method for voiced sound / semi-voiced sound / lower case. Voiced sound "technique" If you wanted to enter the letter of, "or" button of the press once , then "2 ( have )," the buttons on the Press once . "Ki" is, "or" line "i" because corresponds to the. At this point, "ki" is provisionally determined . Then, it voiced and semi-voiced sound-sensitive button "\*" ( # depending on the model)," the press once you. Here, " ki" changes to "gi" . Semi-voiced sound "Bae" If you wanted to enter the letter of, "is" the button of the press once , then "4 ( e )" the button of the Press once . "To" is, "is" in line "e" because corresponds to the. At this point, "he" is provisionally confirmed . Then, voiced and semi-voiced sound-sensitive button "\*" ( #

depending on the model)," the press twice you. Here "to" the "base" → "pair" will sequentially change to. In this way, pressing the voiced / semi-voiced button once or twice after inputting the clear sound is the same as the conventional multi-tap method (no need to learn new). Lower case "\$" If you wanted to enter the letter of, "A" button of the press once , then "1 ( Oh )" the button of the Press once . At this point, "A" is provisionally confirmed . Then, voiced and semi-voiced sound-sensitive button "#" (depending on the model \*)" the press once you. Here, "A" changes to "□" . Pressing this lowercase button is the same as the conventional multi-tap method. In addition, it is desirable to use the same button for the voiced / semi-voiced sound button and the lowercase button , rather than separate buttons , because it saves extra work for different uses. For example, voiced sound "Dzu" is, " one after" was provisionally settled, voiced and semi-voiced sound and lower case of the common button "\*" (or #)" the 1 press times out and, lowercase "Tsu" is voiced sound and semi-voiced sound and lower case of the common button "\*" (or #)" the 2 press times out with, you will be considered should be as such. [B. When voiced voice, semi-voiced voice, and lowercase are all unified with 2 touches] If you are entering the character of voiced voice "gi" , press the "ka" button once , then "2 ( i )" Press the button once . "Ki" is, "or" line "i" because corresponds to the. At this point, "ki" is provisionally determined . Then, voiced and semi-voiced sound-sensitive button "\*" (# depending on the model)," the press once , followed by the first is voiced sound so, "1", the button of the press . Here, " ki" changes to "gi" . Semi-voiced sound "Bae" If you wanted to enter the letter of, "is" the button of the press once , then "4 ( e )" the button of the Press once . "To" is, "is" in line "e" because corresponds to the. At this point, "he" is provisionally confirmed . Then, voiced and semi-voiced sound-sensitive button "\*" (# depending on the model)," the press once , followed by the semi-voiced sound is the second since, "2", the button of the press . Here "to" a "pair" will change in one shot in. Lower case "\$" If you wanted to enter the letter of, "A" button of the press once , then "1 ( Oh )" the button of the Press once . At this point, "A" is provisionally confirmed . Then, voiced and semi-voiced sound-sensitive button "#" (depending on the model \*)" the press once you. Followed by lower case letters is the third since, "3" on the button of the press . Here, "A" changes to "□" . Voiced sound "Dzu" is, " one after" was provisionally settled, voiced and semi-voiced sound and lower case of the common button "\*" (or #)" the press once , followed by the so-voiced sound is the first, "1" button on the When you press the button , the lowercase letter "tsu" is pressed once with the voiced / semi-voiced / lowercased common button "\*" (or #)" , and then the lowercase letter is the third , so when you press the "3" button, it comes out . It is thought that you should do it. Thus, in general, that the pager 2 is a good worlds of one of the system, by hybridization, we have to both remember the ease and improve the operation efficiency. 3.3 alphabetic letters input, the input mode, be changed to the letter, "C" if the input of, press once the "A" after, "C" is the third row of the "ABC" So, " Press the "3" button once . When inputting characters, the order of the alphabetic characters on the buttons can be identified immediately at a glance from the left, so you only need to press the next number button immediately and there is no need to memorize. In order to see at a glance how many strokes you are typing and how many characters you want to enter in the second stroke, you can see at a glance the first shot ( for example , the key of " PQRS " ) If you enter, on the screen, the letter set "that has been imprinted on the button you press PQRS " is, usually of 1 character of the size of the light blue background in the square, reduction display ( lowercase ) to no ( English ) . Light blue background display of ( for example, " PQRS " ) in, from the left of the arrangement of the letters set 1 -th ( " P " ) is the upper left corner , 2 second ( " Q " ) is the upper right corner , 3 -th ( " R " ) is lower left , The fourth ( " S " ) comes to the lower right . While confirming it, sequence number in the set of characters you want to enter, for example, from the left-most 3 -th character ( " R " ) If you want to enter, " 3 " ( = light blue background corresponding to the lower left corner of the display If you press ) as the second shot, the character you want to enter ( " R " ) is overwritten and displayed at the place where the character display was

on a light blue background . 3.4 digit numeric input, the input mode, be changed to a number, "7" if the input of, "7" on the button of the press once so that you. The number of key presses per number is only 1, and 2 key presses like pager input are not required. 3.5 Symbols For symbols such as punctuation marks, if the button corresponding to the number from "6 wa" to "0 waon" to which the second button press is not assigned is pressed twice successively , the symbol list becomes 1 to 0. Is output to the screen in the form of a number, from which the number corresponding to the desired symbol can be input by pressing once . For example, "." To enter the "0 Waon (symbol)" button the press for two consecutive times and, : "1 :, 2 :. 3 over ...." such as the symbol list It displayed on the screen set to be on the mode, where a single press the number "2" in the list and "." and then to enter is. In this case, displaying the list of symbols on the screen frees the user from the trouble of memorizing and greatly increases the types of symbols that can be input with a small number of touches. In order to display the symbol list by pressing the numeric button twice, it is necessary to have a numeric button to which the second button press is not assigned. It is considered to be a unique advantage of this method that does not exist in the pager method. This concludes the basic explanation of the Kana character input method for mobile phones that we propose this time. Following the specific input procedure explanation, the advantages and problems of the new method are described below.

pqPQ  
rsRS

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#### 4. This method benefits and problems of the

##### 4.1 merit

if the current character input method, the basic character input, in a unified rhythm in the press all twice, efficiently, does not require memorization, is possible.

Since all basic kana inputs can be performed by pressing twice, the number of keystrokes at the time of button input can be reduced to about 2/3 of the conventional multi-tap method. Is reduced from 5 to 2), the speed of character input is improved , and because all are 2 touches , I think that the rhythm of button pressing is easy to take .

In addition, by engraving the corresponding vowel on the button, there is no need to memorize the button assignment of the vowel, and the memory load of the user who was a problem with the pager method can be greatly reduced , and anyone can use it easily. think.

I tried using a mobile phone mockup in my hand to simulate character input with my fingertips, and it seemed to be quite comfortable (I thought).

The changes required for conventional mobile phone hardware are basically just a matter of adding new vowels to the five buttons . Such additional cost is just I think what.

For users who want to use the conventional multi-tap method and pager method as they are, since the basic part of the button engraving is the same as before, simply prepare each method input mode separately and use it without remembering anything new. I think we can continue. Kana voiced sound, half-voiced, lowercase a reduction, in all unified 2 touch, without memorization is possible to do. You can hit long sounds, punctuation marks, and "n" with 2 touches without memorizing . You can type numbers with each key . There is no need for two touches like the conventional pager method. You can type English letters with 2 keys each . First, press the key that contains the character you want to type once, then look at the number of that character from the left, and press the key corresponding to that number once, all alphabetic characters Can be entered "without memorizing" . There is no need for memorization like the conventional pager method. There is no need to press the button irregularly three or four times as in conventional multi-tapping. With two touches where all alphabetic characters are unified, you can input rhythmically and efficiently .

In terms of business effects, if the character input method improved from this pager method is accepted by users, a change from a conventional multi-tap type mobile phone to a new type will occur, and a new replacement of mobile phone hardware I think that will lead to the development of demand .

In addition, I think that this method can be applied not only to mobile phones, but also to applications that allow you to enter characters using a numeric keypad on a personal computer or PDA (for example, for pen-input personal computers). If you develop and sell a Japanese input IME personal computer software that supports this method, you will be able to go out on the market for a while.

#### 4.2 Problems The

problems are as follows:

"Because the labor required for character input was reduced from 3 on average to 3 on the conventional general input method, it may not be very pleasant for some users.

" the amount of movement increases "

because the" "a" line of kana character number of push-button will be increased once the contrary, you might think the disgusting by the user "

and" not familiar, the vowel engraved key top Attempts to enter as the first shot will occur . "

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#### 5. Fields

of application The fields of application of this method are as follows.

- (1) Mobile phone numeric keypad
- (2) PDA , handy terminal numeric keypad
- (3) Tablet PC numeric keypad
- (4) Calculator character input
- (5) Remote control (DVD-HDD recorder program name input, etc. ) , gamepad ( game initial Setting, inputting characters during the game )
- (6) If you want to use one hand for another purpose such as mouse operation when operating the desktop PC

When implemented in Toka PC, Japanese FEP as part of, or, Japanese FEP further it could be possible to operate sunk to the underlying.

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( Bonus ) It is the name of this newly improved system, but for the time being, I will use the " e-2touch " system. If I can come up with something better, I'll try it.

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(c) 2002.5-2005.12 First appearance

## **"Beyond paper" handwritten memo program**

The purpose of the text is to provide a specification for creating a handwritten note-taking tool for software that does not require paper notes, so that it can be a priming for pen input computers.

1. Why is the paper + pen combination still essential and can't be replaced by keyboard input, etc. ?

Conventionally, in meetings, lectures, classes, telephone calls, etc., when a speaker needs to speak verbally or record the contents written on a blackboard in a form that can be understood at a glance, everyone uses paper + pen is the current situation.

On a computer keyboard,

- 1) The input speed cannot keep up with the speaker speed
- 2) It is troublesome to correct the input contents ( especially kana-kanji conversion errors )
- 3) I can't draw a figure

I have a problem.

With a mouse,

□ It is difficult to fly to the position where you want to start inputting

I have a problem.

2. Why is there no way to distribute materials in a word processing document or text file format at meetings and let them enter comments ?

The reason is that the application to open the document files ( word processing, presentation software ) is,

- 1) Only keyboard character input is supported
- 2) It is not possible to directly input handwritten handwriting, it is difficult to do
- 3) Since there is no concept of layer, the content of the original material is overwritten and deleted when trying to enter a comment

It is thought that there is such a problem.

3. Why has paper + pen data entry not been replaced by the pen entry computer ( tablet + pen ) combination?

First of all, as a software problem,

- 1) The procedure to start handwriting input is troublesome ( presentation software like PowerPoint )
- 2) It is troublesome to correct the input handwriting ( Paint Tool ) . ( It is troublesome to return to the previous input state )

Time and effort are required to specify the range, retrieve incorrect input strokes, delete and re-input.

3) When writing a data sheet ( equivalent to one sheet of paper ) handwriting, switching sheets is not possible with one shot. Screen scrolling is required. To scroll, you have to hold down the arrow buttons, which is tedious.

4) When displaying a blank area when the screen is full of handwriting, or when jumping or scrolling to an arbitrary position on all handwriting data, pull-down menus and scroll bar operations are required, which takes much time and effort

5) When the sheet is full of handwriting, a blank sheet cannot be called in one shot (PowerPoint requires pull-down menu operation ) .

6) Handwriting cannot be compressed to create blank areas

7) can not handwriting input across multiple sheets (MacDraw in, it had been able to )

8) If the handwriting data is overwritten, it will be mixed with the data below. Lack of layer concept

4. How to overcome the drawbacks of traditional paper?

◆ Paper is limited in size and fills up as you write. Then, another paper must be prepared, but handwriting data is cut off from the previous paper. In order to solve this problem, virtual paper of infinite size is assumed, and handwriting is provided in the form of a set of writing coordinate data. No matter where you write on the virtual paper, you only need to save the handwriting coordinates, and no matter how large the screen size, the data amount is only the total length of handwriting coordinates x handwriting.

◆ With paper, in the case of handwriting data that spans multiple pages, it is not possible to fly or scroll to any page in one shot, and you must turn by hand one by one.

To solve this problem,

1) Make it possible to fly or scroll to any position ( page ) on the virtual paper with a single shot.

2) Enables bird's eye view of the entire virtual paper and arbitrary jump position designation on the bird's eye view.

3) The handwritings specified by the user and related to each other are linked, and it is possible to jump from one handwriting to the other handwriting.

4) Jump to the end of the handwriting data ( from there onward, only blanks ) with a single shot, and start writing a new handwriting immediately.

5. Conclusion

The following table summarizes the specifications required for handwritten memo software to overcome the above-mentioned strengths and weaknesses of paper.

Class number	paper	Existing pen input compatible hardware / software	This new proposal ( beyond paper )



Advantages of paper			
1	In conferences and telephone calls, you can keep up with the speaker's speaking speed and write down the content of the conversation.	With pen input, you should be able to write at a speed that matches the speaker's speed in principle ( unless ink is missing ) .	←
Two	The written data is saved. They do not disappear when the power is turned off. Unless you burn it, the data will not be lost.	If the power is turned off, the data will be lost. In many cases, once the delete command is selected and deleted, it cannot be recovered again.	Remember all written content. When the delete command is used, only the screen display is erased, and the data itself is left in the hidden area.
Three	1 the amount of data writing and display available per sheet is large.	The amount of writable data per screen is extremely insufficient. If you write a little, it fills up immediately.	By simplifying scrolling, you can feel as if you are writing on a large sheet of paper, even if the screen is small.
Four	High data display resolution. It can be displayed as much as possible in a small area.	The resolution of the data display cannot be said to be high for the liquid crystal screen type.	By simplifying the scrolling, the low resolution . Supplement.
Five	Comfortable to write.	Writing comfort is not very good.	
5-1	→ The ink gets on reliably.	Ink is occasionally lost.	( Not possible )
5-2	→ Receives pen pressure and the paper dents.	When you apply pressure, it returns to your finger.	Cover with a transparent vinyl chloride sheet that is depressed according to the pen pressure.
5-3	→ The pen tip does not slide during	The pen tip slips during writing.	Cover the transparent paper on the tablet.

	writing.		
5-4	→ You can freely change the thickness of the pen according to the pen pressure.	In many cases, the thickness of the pen cannot be changed and is too thick. ○ There are some hardware ( such as Wacom ) and software ( such as FLASH4J ) that support pen pressure .	If possible, respond to pen pressure.
6	1 When you have finished writing the sheet, 2□3 skip th, 4 begin suddenly to write from the sheet.	To skip the second or third page, you must insert a new line or enter a page break symbol. ○ In the word processor OASYS ( Fujitsu ) , you can immediately write from anywhere on any page.	To be able to write from anywhere of any page ( word processor OASYS followed the ) .
7	By flipping the paper, a large amount of information can be easily read obliquely.	It is difficult to flip over, and oblique reading is virtually impossible. → page 1 every time you turn a page, 1 must pen touch times. → You cannot control the speed at which pages are turned with your fingertips. The next page is displayed too fast.	Variable page turning speed. If you start flipping at a certain speed, even if you release your hand, it will automatically continue turning until the next operation.
8	You can look at a page and jump to another page at random.	Page management is often sequential, making it difficult to jump to any page with a single shot ( it takes time and effort ) . It is difficult to get an idea of the page you want to fly.	Enables one-shot jump to any page.
9	The data storage format is unified in the form of paper	The handwriting data storage format differs depending on the	Standardize handwriting data storage format.

	and ink, so there is no need to worry.	software and is not compatible.	
Disadvantages of paper			
1	When there is no space for writing a handwriting, a new blank area cannot be created.	To create a blank area, it is often necessary to perform a lot of line breaks and page breaks. ○ In the word processor OASYS ( Fujitsu ) , blank pages that can be written immediately from anywhere are immediately prepared.	To create ( insert ) a blank area easily with an operation similar to an editing belt in handwriting recognition .
Two	Writing cannot be canceled.	Undoing should be possible, but often not.	Allows you to undo writing more than once.
Three	It is troublesome to erase the writing. I have to find an eraser. It cannot be erased with a ballpoint pen or colored pencil.	In order to erase the writing, you have to enter the eraser mode. If you erase with an eraser, it disappears completely in one shot, so you can't see any trace of what was written again.	Even if you do not enter the eraser mode, simply erase the handwriting you want to erase by simply messing it up. Eraser . When used, it allows you to keep traces without completely erasing handwriting in one shot. A version with traces erased is created each time from the original data with traces, using a copy-writing command. It is possible to erase every stroke.
Four	The written content cannot be edited as it is. You need to cut and paste using scissors and glue.	An editing area can be specified by specifying a lasso or a rectangular area. Clipboard when you cut and paste the 1 most cases you can not use only one.	← Prepare multiple cut and paste clipboards.

Five	Searching written content is troublesome. I have to turn over the paper one by one and look for it.	The search for handwriting itself is not currently supported.	Convenient if possible. Use frameless recognition ?
6	Overwriting cannot separate the content written below from the content written above.	By bringing in the layer concept, even if overwritten, the lower part and the upper part can be separated. × Existing pen input devices are often not provided as standard.	Make it easy to move back and forth between layer hierarchies. After a certain period of time, the handwriting you have written automatically moves to the lower layer and does not disappear as it is, eliminating the danger of corrupting old data.
7	When the amount of data increases, it becomes heavy and is difficult to carry.	Even if the amount of data increases, the weight does not increase (MO disk etc. ) .	←
8	My hands and arms get tired of turning over paper.	To keep scrolling, you need to keep pressing the buttons and pen tip, which is psychologically exhausting.	If you start scrolling up, down, left, and right at a certain speed, even if you release your hand, it will automatically continue scrolling until the next operation. Enables one-way switching between up, down, left, and right directions.
9	There is a limit to the size that can be handled easily ( A4 ... ), and writing over that size is troublesome.	By introducing the concept of scrolling, the writable size expands to infinity. × In order to scroll, you often have to hold down a button. × Does not support scrolling and jumping. At present, the display area is reasonably small and light even in the XGA size.	Once you start scrolling, let go of it and let it scroll in that state until you do the next operation. Prepare both scroll and jump.

Ten	1 sheet 1 sheet is falling apart. When the wind blows, you fly.	If the files are managed separately, the contents tend to be scattered.	A plurality of the data content of the different files, though 1 to be handled as a sheet of coherent data.
10-1	→ Fasteners and bookbinding are required to maintain the order of the contents.	The order of the content is preserved without doing anything.	←
10-2	→ It is not possible to prevent disconnection between pages. It is difficult to draw continuous lines.	At present, since data is managed independently for each page, data is likely to be interrupted between pages, similarly to paper.	Manage your data as if you were writing it on one large imitation paper. If only handwriting coordinate data is stored instead of an image, the data storage amount can be reduced.
10-3	→ It is not possible to link pages and writing locations that are related to each other. One cannot call the other.	By bringing in the concept of hyperlinks, it should be easy to achieve. X Existing pen input devices often do not have this.	If a place and another place are connected by long handwriting or specified as being related to each other, if one is specified, jumping to the other can be performed with one shot.
11	It is a physical entity and cannot be located elsewhere through a network. That's it until you meet the fire.	It is possible to transfer to other places through the network. If a machine or disk breaks, it's up to that.	Make it easy to exchange data with other devices via infrared or wireless telephones.
12	You can not fly to the end of the data with a single shot. It is necessary to flip over.	It should be possible to fly to the end of the data in one shot. X Existing pen input devices often do not have this.	Allows you to fly to the top, bottom, left and right data ends in one shot.
13	The data display cannot be enlarged or reduced.	Enlargement / reduction ( zoom ) of the data display is possible.	←

14	When data is already written below the top, data cannot be written above it.	Data cannot be written directly above the first page. It is necessary to insert a writing area by repeatedly performing line feed and page break operations.	By allowing handwriting coordinate values to be negative, a new blank area can be created and written above the first page.
Fifteen	When writing a handwriting, as in a diary, unless you explicitly write the date nearby, you will not know.	It should be possible to save the date and time when the handwriting was written for each stroke. X Existing pen input devices often do not have this.	Display the handwriting differently for each date of writing. If it's an anniversary, display it in a special color.

## 6. "Basic specifications of handwritten memo software beyond paper

### 1. Purpose and target

In meetings, lectures, classes, telephone calls, etc., a speaker uses a pen to quickly record what is written on a blackboard or at a glance in a manner that can be understood at a glance.

Target users are students / students who take notes in school classes, office workers / public servants who take notes on the contents spoken at meetings.

### 2. Top priority goals

The highest priority is given to quickness of recording and difficulty in interruption. For that purpose, the handwriting can be scribbled dirty.

### 3. Hardware

Use the conventional pen input compatible PDA or PC + pen as it is.

### 4. Software

#### Usage Guide

\* Marked functions have a precedent in conventional software

#### 1) \* Assume one large imitation paper sheet

At first, start by securing one screen size ,

Gradually expand the entry range vertically, horizontally, and

#### 2) \* Handwriting is stored in online format, not dot image.

Handwriting 1 to enable the processing of Egoto

#### 3) Start typing immediately

Create a blank area on a sheet with a single shot

Automatically output the previously entered sheet position

Place desired position on sheet with one shot

4) Make it easy to find the entered content

Enable automatic scrolling of sheets

Enable scroll speed control

\* Create a bird's-eye view of the entire sheet

If you trace the top with a pen, only the part with the pen tip will be magnified like a magnifying glass

5) Simplify input handwriting correction

\* Enable to delete one image in one shot

\* When the eraser touches the edge of the handwriting, one stroke of the handwriting disappears

\* Handwriting is divided into groups and grouped

Enable handwriting to be moved / erased in groups

The mistake was where, when and fill mess, there is, automatically, be blank ( the new data can be written ) to make

\* Enables handwriting editing ( cut, copy, move, paste ) .

6) \* Enables the input handwriting to go back in time

Remember when handwriting was entered

You can tell when you wrote it without writing the date and time in the memo

7) eliminate the need to scroll the screen

Display at full screen size

8) One-touch movement / switching of the sheet to another location

Touch the narrow belt area at the top, bottom, left and right edges of the screen to automatically move the sheet in that direction

Sheet movement / switching size can be specified at 25/50/75/100 % of screen size

9) Enable hyperlinks to related handwriting content

In the specified area ( or handwriting 1 stroke ) Touch screen so that fly into the link destination corresponding to the region

How to specify the destination is the starting point region, the end point area ( or handwriting 1 stroke ) to allow only need to specify

Display the existence of a link by mimicking the tunnel display on a real map

Make the dotted line indicating the link pass under the handwriting

If you touch the start point, jump to the end point,

If you touch the end point, jump to the start point.

If there are multiple links from one start point ( end point ) ,

Display multiple handwriting contents at the same time

10) \* Provide ruled line and grid display

11) When the screen is full of handwriting, change the screen background color and warn

Automatically empty space ( depending on settings )

12) Be able to fly to a blank place with a single shot

Touching the upper, lower, left, or right edge of the screen brings up a blank area on the extension of that direction

13) △ Provide layer function

Assume a case where a comment is added by handwriting with a pen on a material distributed in advance.

Placing handout content on lower layers to protect it from tampering

Add new layers in one shot

Move between layers in one shot

Enable to hide the contents of lower layer by overwriting blank

14) \* Enable to save handwriting data

Automatically save when exiting application

Backup automatically

Convert to bmp and jpeg data

15) \* Enables frameless recognition later

5. How do you get your attention ?

A new handwritten memo,

1) Ease of handwriting correction

2) Ease of switching handwriting entry locations

It is necessary to attract attention in such a point.

For this purpose, for example, the following functions are implemented.



### (1) One-shot jump in any direction

When a translucent concentric circle is drawn on the screen and an arbitrary position is touched, the jump / scroll direction / distance can be determined according to the direction and distance from the center of the concentric circle at the touch position.

### (2) Up, down, left and right one-shot jump

Jump / scroll operation areas are provided at the top, bottom, left and right of the screen, and when the user touches the area, jump / scroll is performed in that direction.

### (3) Jump by hyperlink

In a paper notebook, when there is a relationship between one written content and another written content in terms of content, it is connected with a line to indicate that there is a relationship, but we want to be able to do the same. We want to make it easy to link across pages. For this purpose, a handwriting area of a jump source and a jump destination is specified. When an operation mode called a hyperlink mode is provided and the handwriting area of the jump source is touched, the device automatically jumps to the jump destination. In the hyperlink mode, it is possible to display the handwriting area of the jump source and the jump destination in a form connected by a translucent line.

### (4) Prepare jump / scroll sticks

To facilitate smooth jumping and scrolling, a stick that can be moved in any direction up, down, left, or right is prepared as a dedicated pointing device. For example, stick 1 Once you touch times, until you touch it again, automatically to enable operations such as continue to scroll in the direction inclined to it.

### ( Reference ) How to exceed CrossPad (IBM) ?

CrossPad is pen-only hardware and software developed by IBM that enables handwriting data to be stored electronically at the same time as ink is written on a paper notebook.

The problem with CrossPad is that

1) 1st, 2nd ... such as, can only sequential data storage

The solution is to assume a huge imitation paper and fly anywhere to write handwriting

2) There is a limit on the writing area per sheet

Solution removes area restrictions

3) Cannot erase handwriting once written

The solution allows for group-based handwriting erasure. After you fill it up, blank it out.

### ( Reference ) How to exceed Palm handwritten notes ?

Palm is an OS + application for general-purpose mobile terminals developed by Palm .

In handwritten memo running on Palm ,

1) Scrolling is possible only in the vertical direction. Wide data cannot be written in the horizontal direction.

The solution is to allow horizontal scrolling.

2) Scrolling can be switched only by page

( □ □ When you press the button, 1 switched whole page )

As a solution, there is provided a mode for scrolling continuously little by little, in addition to switching on a page basis.

3) Data breaks between pages. Data cannot be written at the boundary between pages.

The solution is to display the boundaries between pages.

4) You can't jump to the end of the data at once. This is inconvenient when trying to additionally write data.

The solution is to jump to the end of the data at once.

5) When at the beginning of a sentence, data cannot be written above it.

The solution is to allow scrolling and writing even before the beginning of the sentence. A blank area insertion function is provided ( → so-called editing belt. Deletion can be performed by the same operation ) .

(c) 2000.9-2001.11 first appearance

## **Information as a physical entity**

2008.11 first appearance

Conventionally, information is intangible, can freely move over physical space, and there are sections that have been regarded as being separated from physical existence.

Information is intangible, but it must be somewhere physically recorded and written in order to be read. In short, it must be physically present.

It is, for example, Toka in the human brain, PC Toka on the memory of the server's HDD Toka on, CD , DVD Toka on the media, various writing destination, destination, storage form is different, but physically written to the Dokokashira Must be in a state that has been engraved, stamped, and remembered.

Information requires physical dependencies, stamps, and margins, and if it breaks, the information disappears.

In addition, information flows instantly and intangibly through broadcasts and the Internet, but if it just flows, it disappears. In order not to be lost, it must be physically stored somewhere as hardware.

Information must be physically recorded, engraved, and stored somewhere in order to be read in order to save it. In that respect, it can be said that it is a very physical entity.

Summary,

Conventionally, information that has been perceived as being intangible and freely moving away from physical constraints is, in fact, material-dependent, which requires recording and engraving on physical existence from the viewpoint of retention and readout. Is a very physical entity.

## Small box of thought - The author profile

(1)	name	First appearance (pen name)
(2)	year of birth	Mid 1960s
(3)	sex	male
(4)	Profession	Company employee (working at computer related company)
(5)	View of life	Functionalism
(6)	hobby	Anime / Comics (Looking, not producing. Loose, warm, moe-like, likes to be pe endless hostility, combat, and abuse scenes.) Music (Classic. .Orchestra is the music CDs are mainly played, and not much at concerts.) Vehicles ( mainly tr: Recording and recording of running scenes only a little.) Programming (not us: pointers ) language limitations requires only. Perl, PHP, Java, Javascript, FLAS Basic, SQL .) sleep that
(7)	Personality	quiet. I hate social interaction. Bad people. I don't like being too wet.
(8)	Other	tall. Are thin. Poor physical education and exercise.
(9)	past my web site	<a href="https://web.archive.org/web/19981201000000*/http://village.infoweb.ne.jp/-">https://web.archive.org/web/19981201000000*/http://village.infoweb.ne.jp/-</a> <a href="https://web.archive.org/web/20040301000000*/http://iwao-otsuka.com/index">https://web.archive.org/web/20040301000000*/http://iwao-otsuka.com/index</a>